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(12) **United States Patent**
Baerlocher et al.

(10) **Patent No.: US 7,364,507 B2**
(45) **Date of Patent: *Apr. 29, 2008**

(54) **GAMING DEVICE HAVING AN OFFER/ACCEPTANCE GAME WITH MULTI-OFFER SYMBOL**

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(73) Assignee: **IGT**, Reno, NV (US)

(*) Notice: Subject to any disclaimer, the term of this patent is extended or adjusted under 35 U.S.C. 154(b) by 944 days.

This patent is subject to a terminal disclaimer.

(21) Appl. No.: **10/245,387**

(22) Filed: **Sep. 16, 2002**

(65) **Prior Publication Data**

US 2004/0162128 A1 Aug. 19, 2004

Related U.S. Application Data

(63) Continuation-in-part of application No. 09/966,884, filed on Sep. 28, 2001, now Pat. No. 6,942,566.

(51) **Int. Cl.**

A63F 9/24	(2006.01)
A63F 13/00	(2006.01)
G06F 17/00	(2006.01)
G06F 19/00	(2006.01)

(52) **U.S. Cl.** **463/25**; 463/1; 463/16; 463/17; 463/18; 463/19; 463/20; 273/138.1; 273/138.2; 273/139

(58) **Field of Classification Search** 463/15, 463/16–22, 25, 26, 28, 27, 1, 9; 273/138.1–138.2, 273/139

See application file for complete search history.

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Primary Examiner—Xuan M. Thai
Assistant Examiner—Meagan Thomasson
(74) *Attorney, Agent, or Firm*—Bell, Boyd & Lloyd LLP

(57) **ABSTRACT**

The present invention is a gaming device and preferably a bonus round game of a gaming device that enables a player to initiate a randomly generated number, wherein said number determines the number of positions that a position marker will move along an enclosed path. Each time the marker lands upon a previously unmarked position, the game provides an award associated with that position to the player. When the marker lands upon a previously marked position, the game ends. The present invention also contemplates updating or changing the values of unmarked or unselected positions along the enclosed path by preferably adding to each unmarked or unselected position the value of the award of a previously selected position. That is, when the game randomly selects an unmarked position, the game provides the player with an award, wherein the game preferably replaces a previously achieved award with the award of the newly selected position. In an alternative embodiment of the invention, an accumulator symbol may be generated by the move generator which enables the player to receive an offer associated with more than one display position.

81 Claims, 33 Drawing Sheets

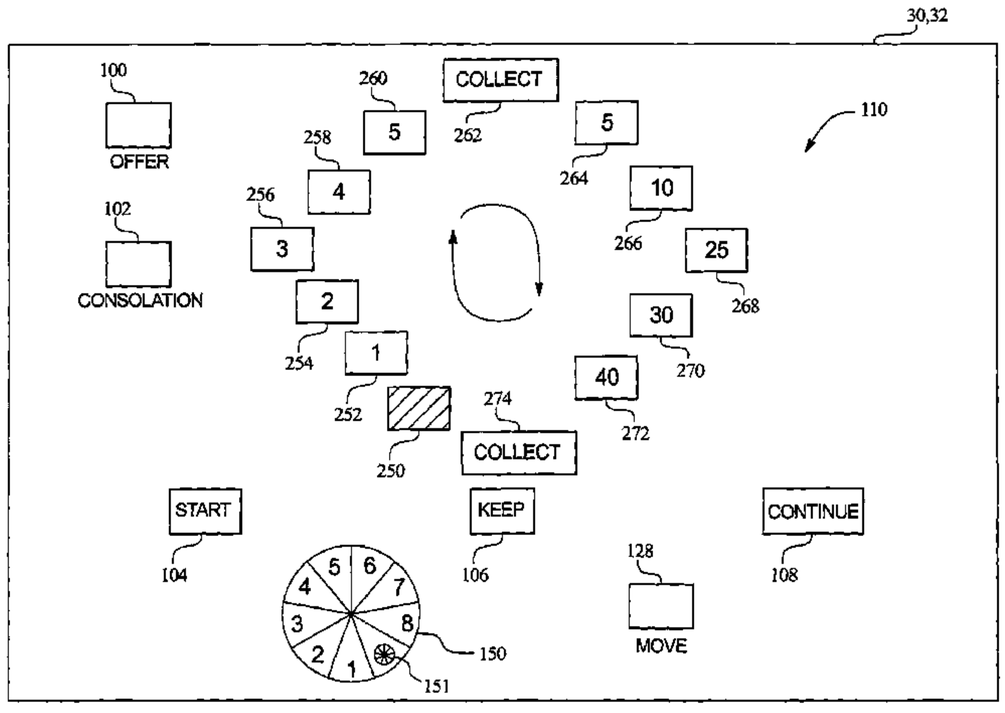

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FIG.1A

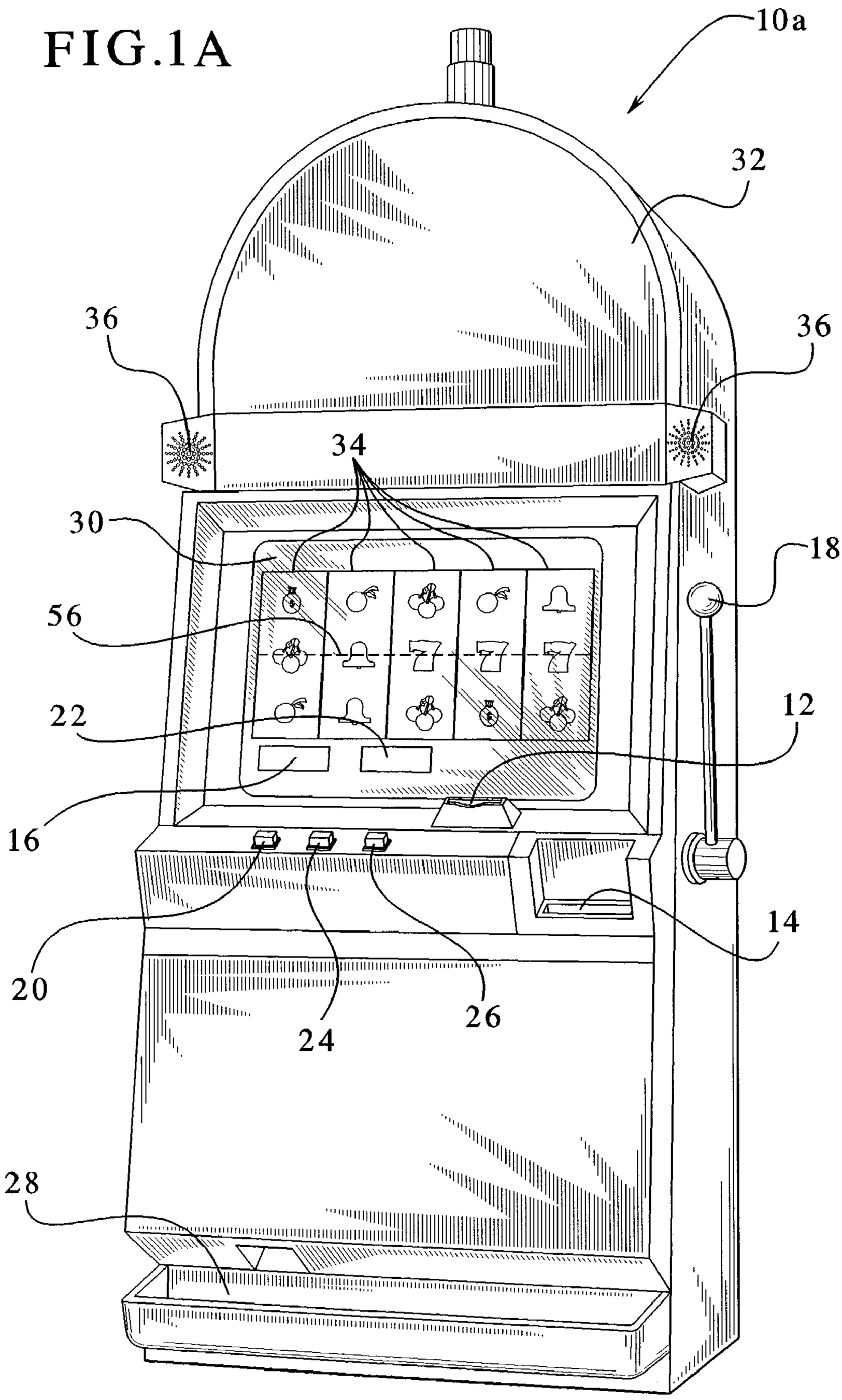


FIG.1B

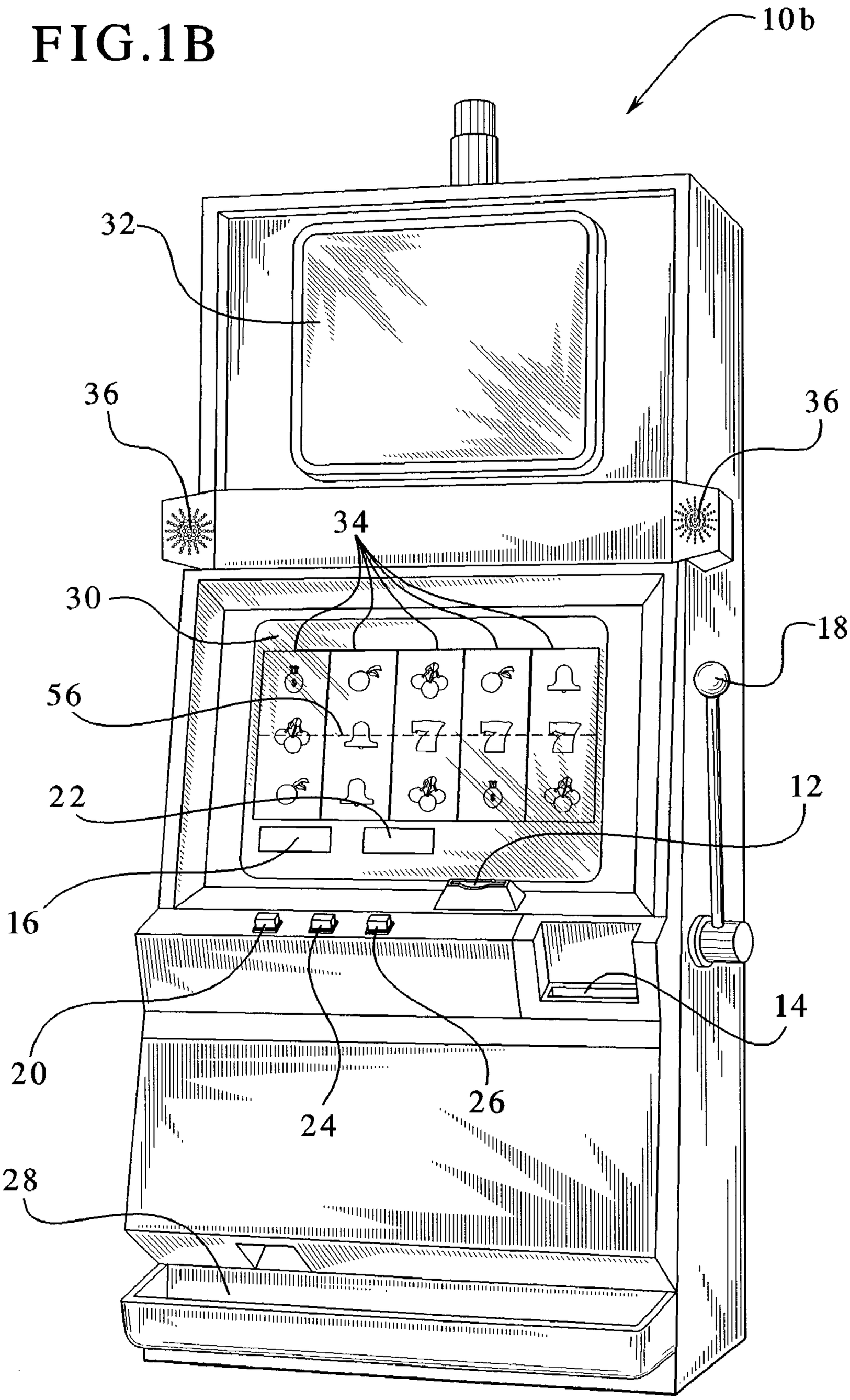
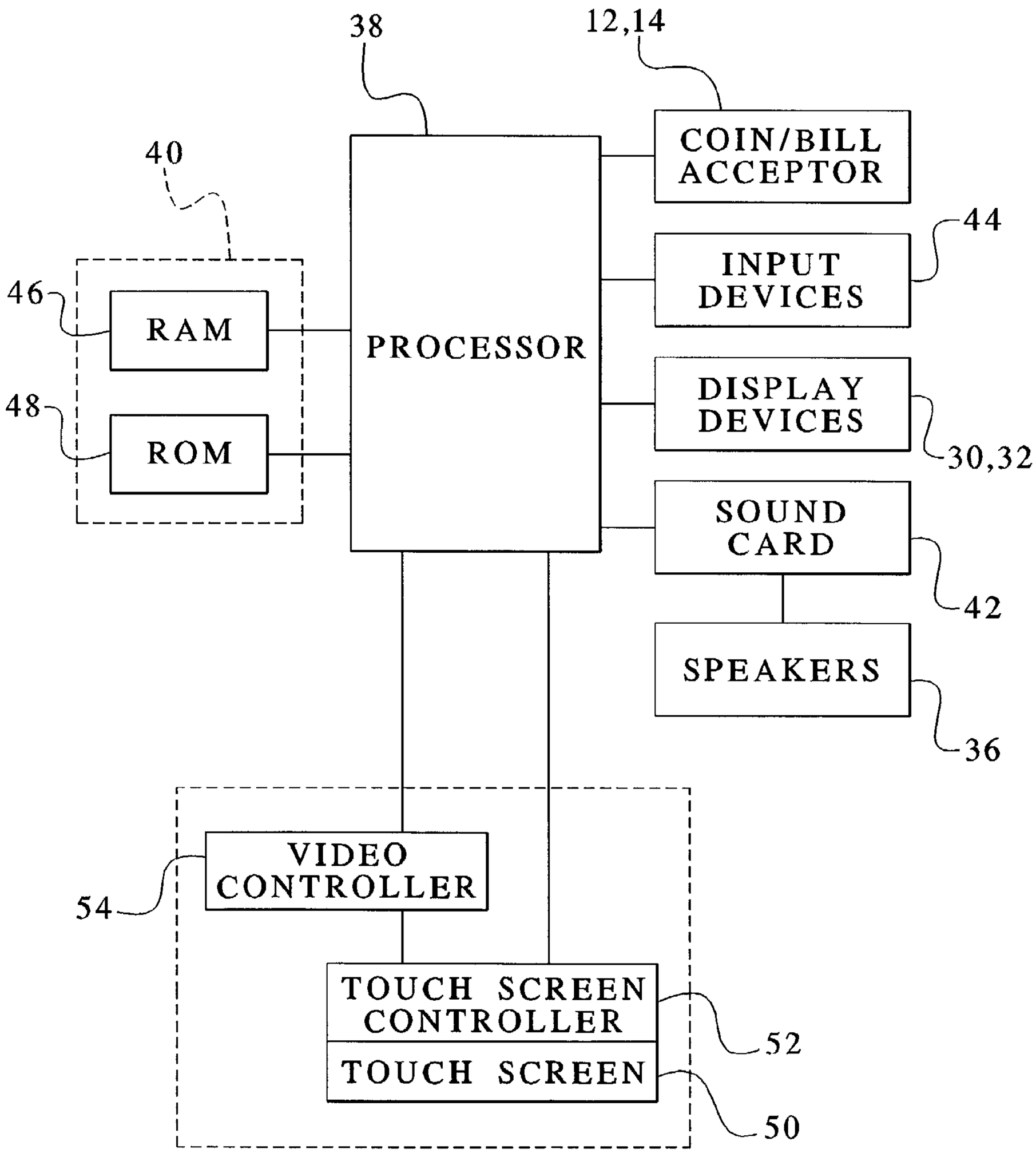


FIG.2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12,14
COIN/BILL ACCEPTOR
40
44
INPUT DEVICES
46
RAM
PROCESSOR
DISPLAY DEVICES
48
ROM
30,32
SOUND CARD
42
SPEAKERS
36
VIDEO CONTROLLER
54
TOUCH SCREEN CONTROLLER
52
TOUCH SCREEN
50

FIG.3

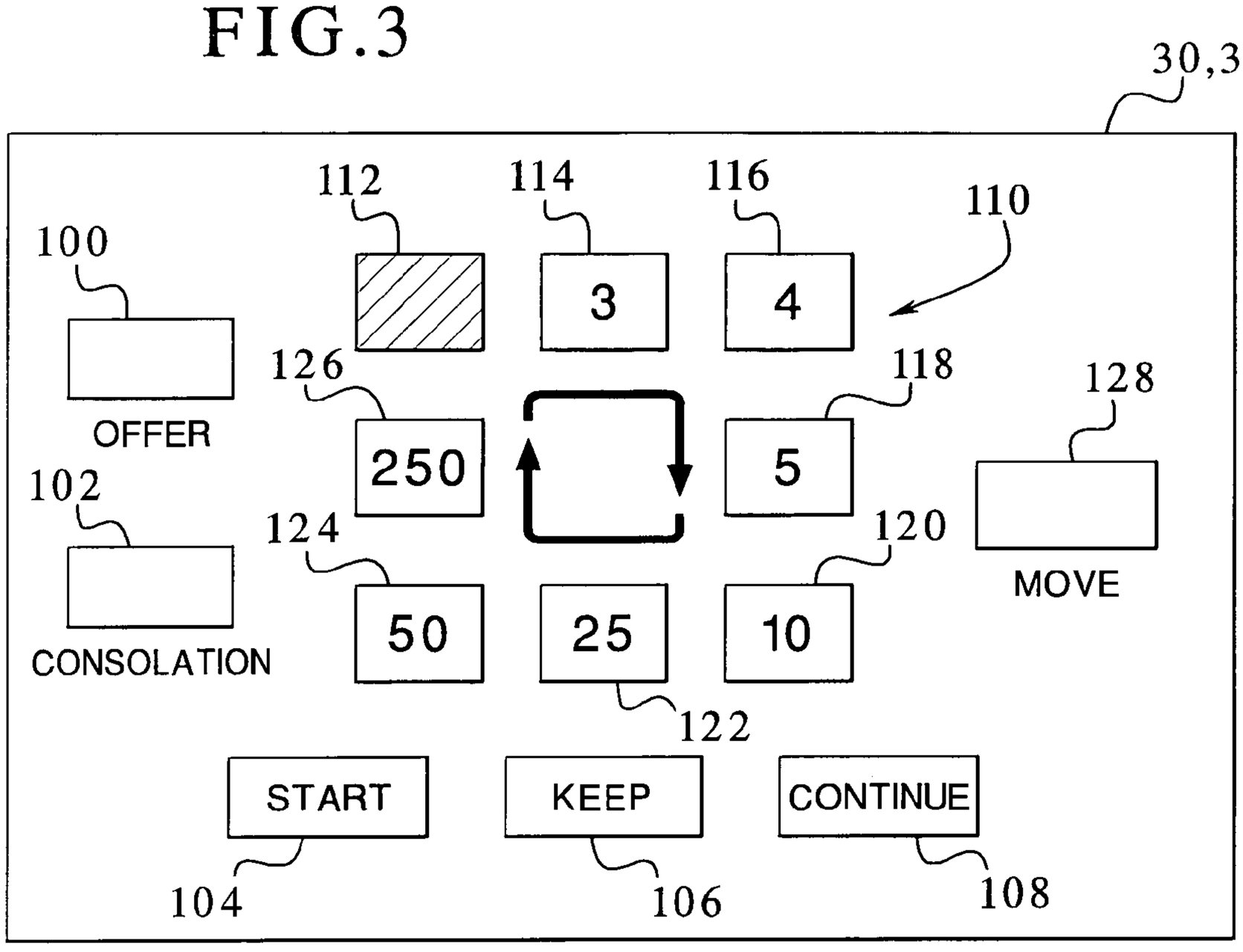


FIG.4

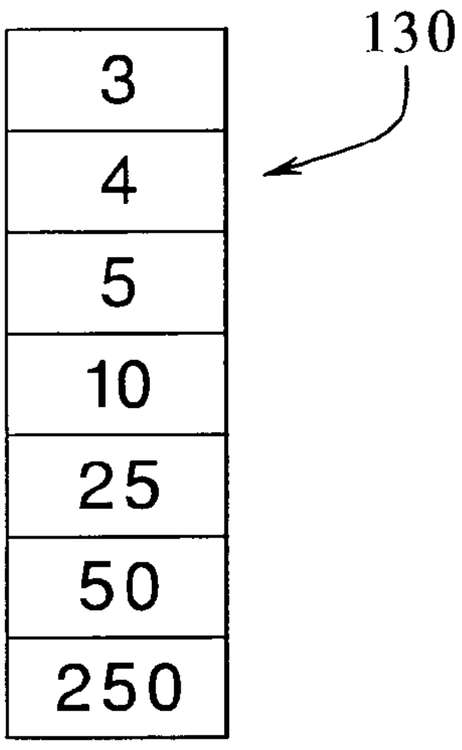


FIG.5

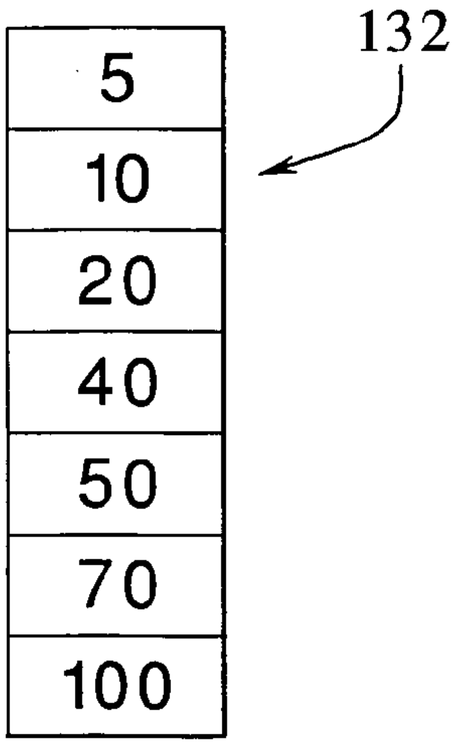


FIG.6

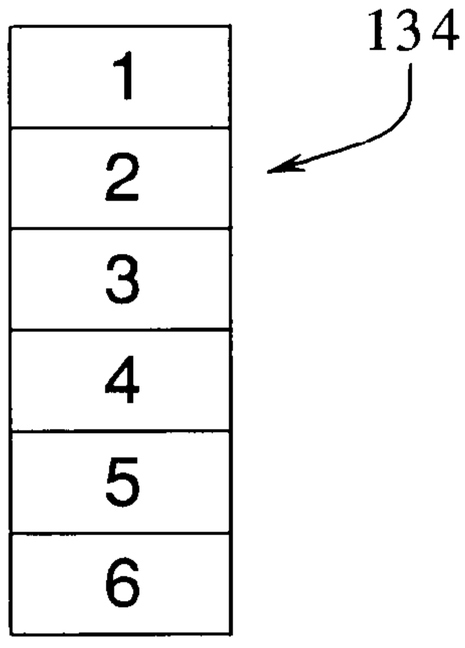


FIG.7

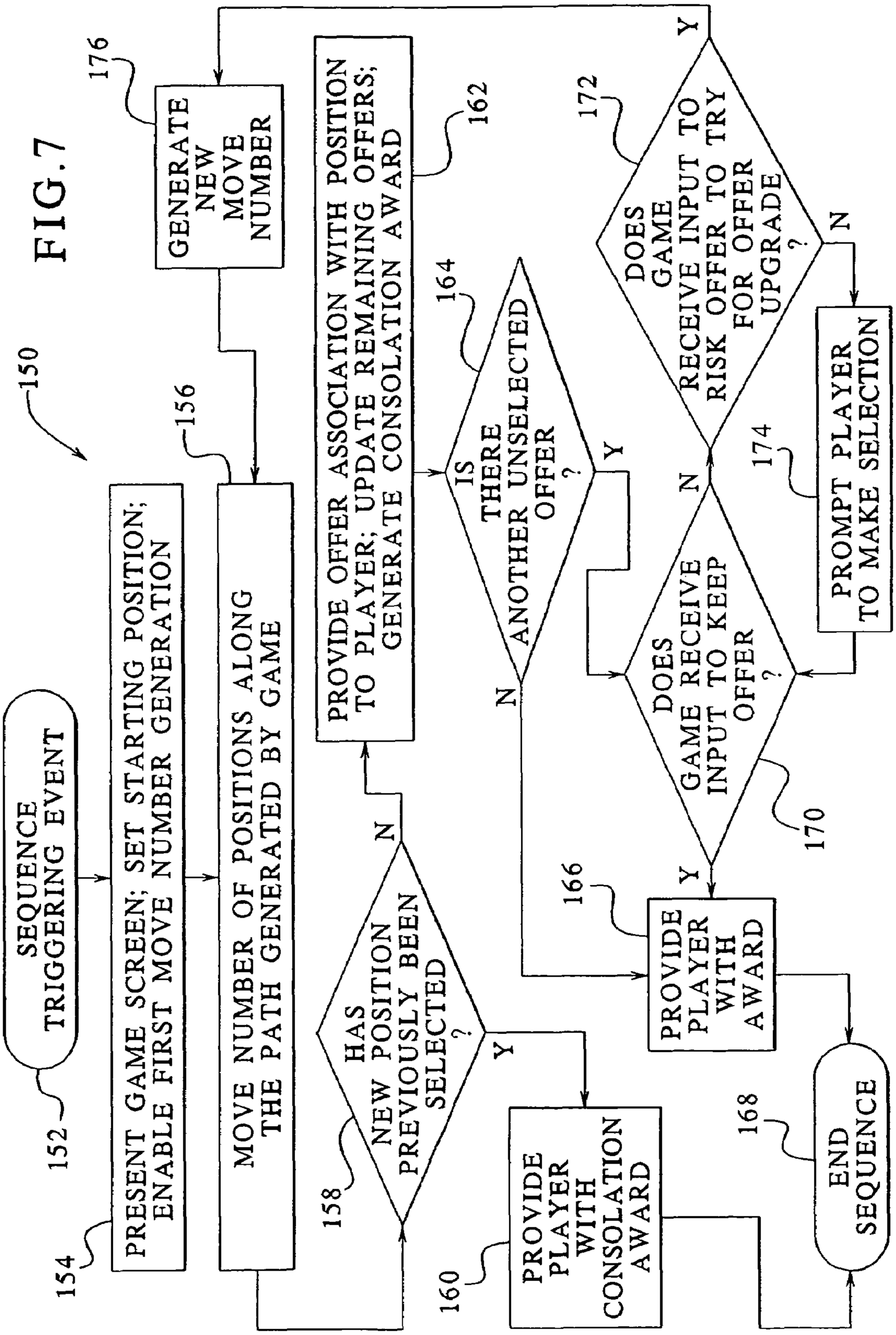

150
SEQUENCE TRIGGERING EVENT
152
PRESENT GAME SCREEN; SET STARTING POSITION; ENABLE FIRST MOVE NUMBER GENERATION
154
MOVE NUMBER OF POSITIONS ALONG THE PATH GENERATED BY GAME
156
HAS NEW POSITION PREVIOUSLY BEEN SELECTED ?
158
Y
N
PROVIDE PLAYER WITH CONSOLATION AWARD
160
PROVIDE OFFER ASSOCIATION WITH POSITION TO PLAYER; UPDATE REMAINING OFFERS; GENERATE CONSOLATION AWARD
162
IS THERE ANOTHER UNSELECTED OFFER ?
164
Y
N
DOES GAME RECEIVE INPUT TO KEEP OFFER ?
170
Y
PROVIDE PLAYER WITH AWARD
166
N
DOES GAME RECEIVE INPUT TO TRY OFFER TO TRY FOR OFFER UPGRADE ?
172
Y
N
PROMPT PLAYER TO MAKE SELECTION
174
RECEIVE RISK OF
176
GENERATE NEW MOVE NUMBER
END SEQUENCE
168

FIG. 7A

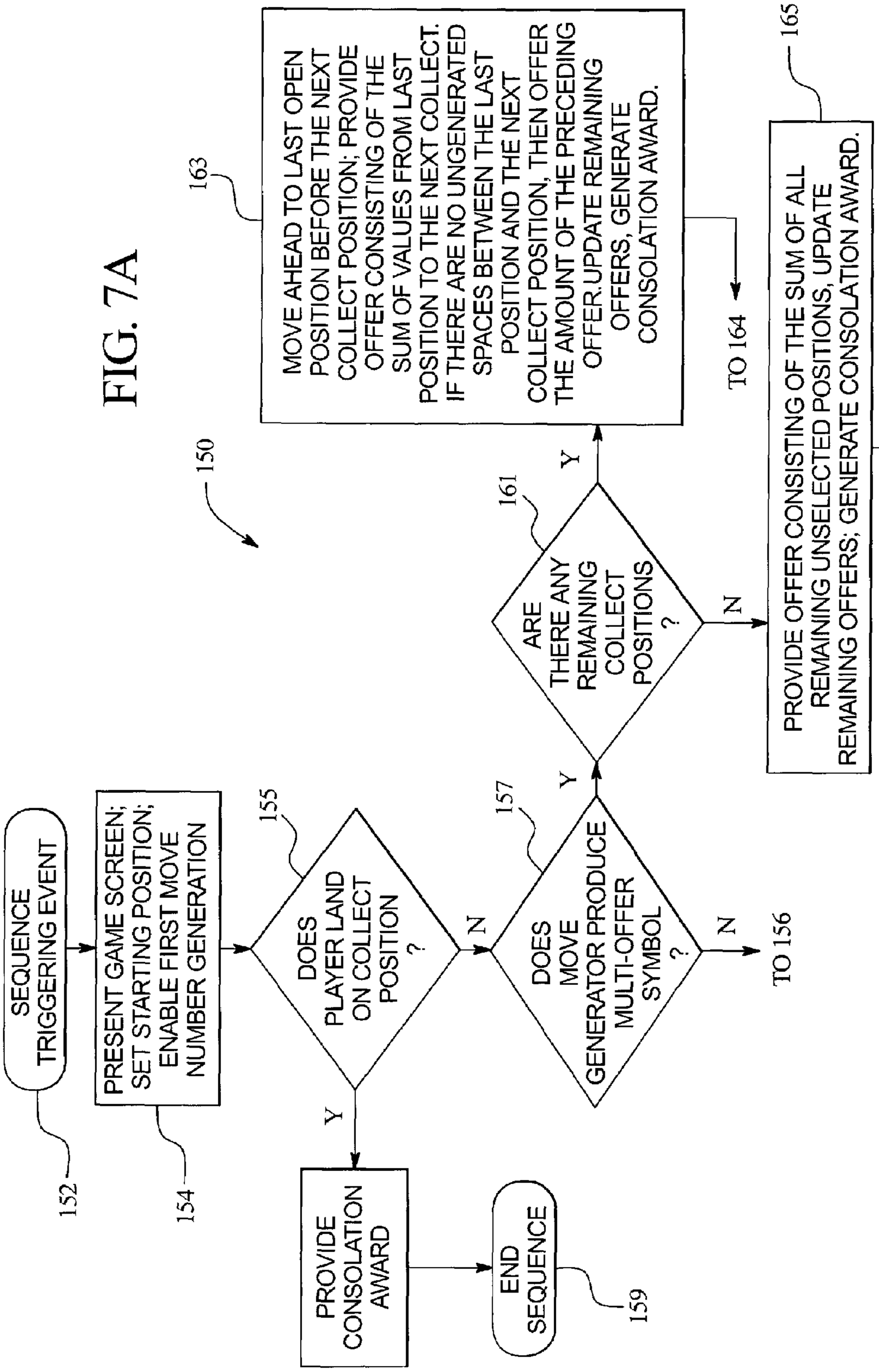

150
SEQUENCE TRIGGERING EVENT
152
PRESENT GAME SCREEN; SET STARTING POSITION; ENABLE FIRST MOVE NUMBER GENERATION
154
DOES PLAYER LAND ON COLLECT POSITION ?
155
Y
PROVIDE CONSOLATION AWARD
END SEQUENCE
159
N
DOES MOVE GENERATOR PRODUCE MULTI-OFFER SYMBOL ?
157
Y
N
TO 156
ARE THERE ANY REMAINING COLLECT POSITIONS ?
161
Y
MOVE AHEAD TO LAST OPEN POSITION BEFORE THE NEXT COLLECT POSITION; PROVIDE OFFER CONSISTING OF THE SUM OF VALUES FROM LAST POSITION TO THE NEXT COLLECT. IF THERE ARE NO UNGENERATED SPACES BETWEEN THE LAST POSITION AND THE NEXT COLLECT POSITION, THEN OFFER THE AMOUNT OF THE PRECEDING OFFER.UPDATE REMAINING OFFERS, GENERATE CONSOLATION AWARD.
163
TO 164
N
PROVIDE OFFER CONSISTING OF THE SUM OF ALL REMAINING UNSELECTED POSITIONS, UPDATE REMAINING OFFERS; GENERATE CONSOLATION AWARD.
165
TO 164

FIG. 7B

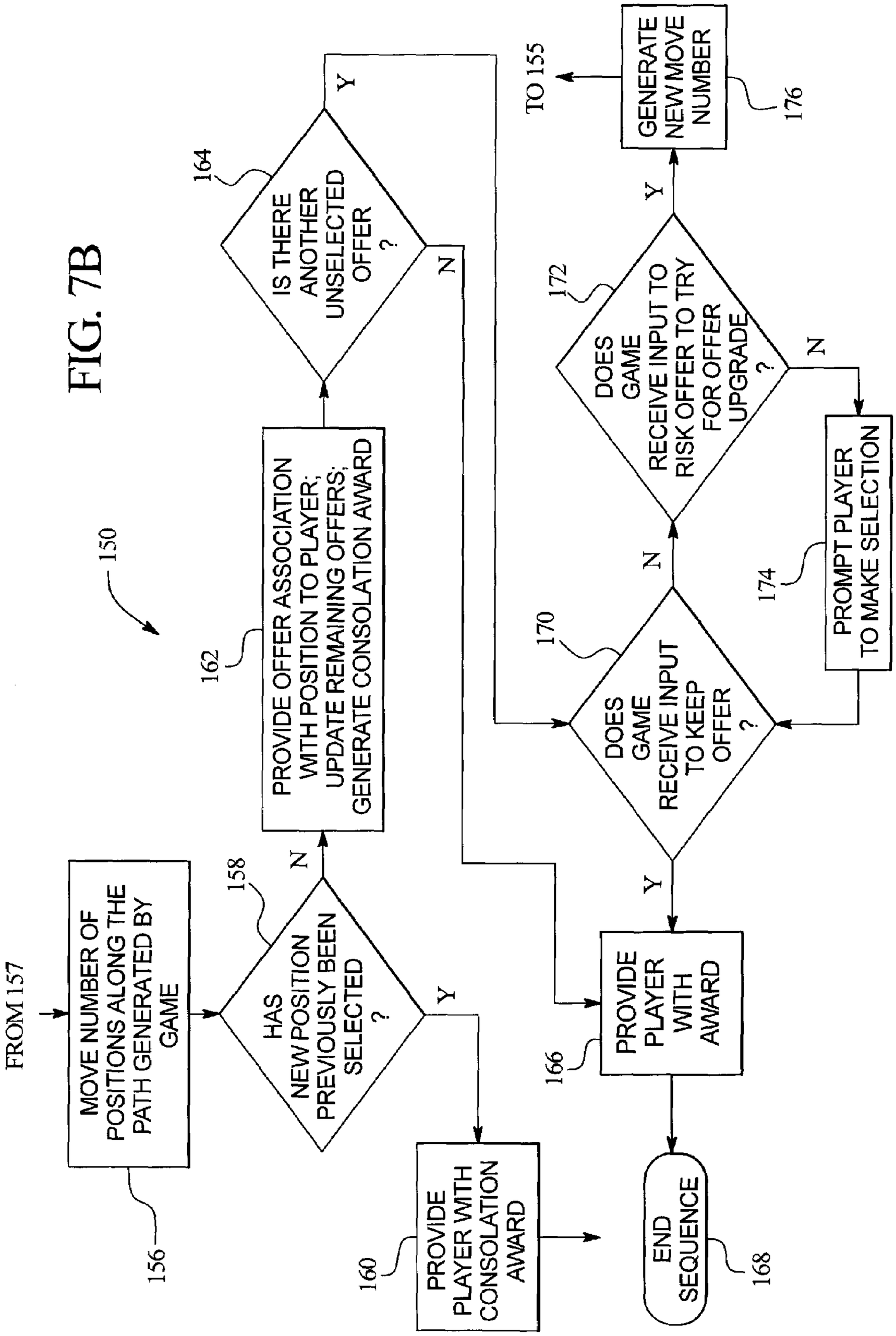

150
FROM 157
MOVE NUMBER OF POSITIONS ALONG THE PATH GENERATED BY GAME
156
HAS NEW POSITION PREVIOUSLY BEEN SELECTED ?
158
N
Y
PROVIDE OFFER ASSOCIATION WITH POSITION TO PLAYER; UPDATE REMAINING OFFERS; GENERATE CONSOLATION AWARD
162
IS THERE ANOTHER UNSELECTED OFFER ?
164
Y
N
TO 155
GENERATE NEW MOVE NUMBER
176
DOES GAME RECEIVE INPUT TO KEEP OFFER ?
170
N
DOES GAME RECEIVE INPUT TO RISK OFFER TO TRY FOR OFFER UPGRADE ?
172
N
PROMPT PLAYER TO MAKE SELECTION
174
Y
PROVIDE PLAYER WITH CONSOLATION AWARD
160
PROVIDE PLAYER WITH AWARD
166
END SEQUENCE
168

FIG.8

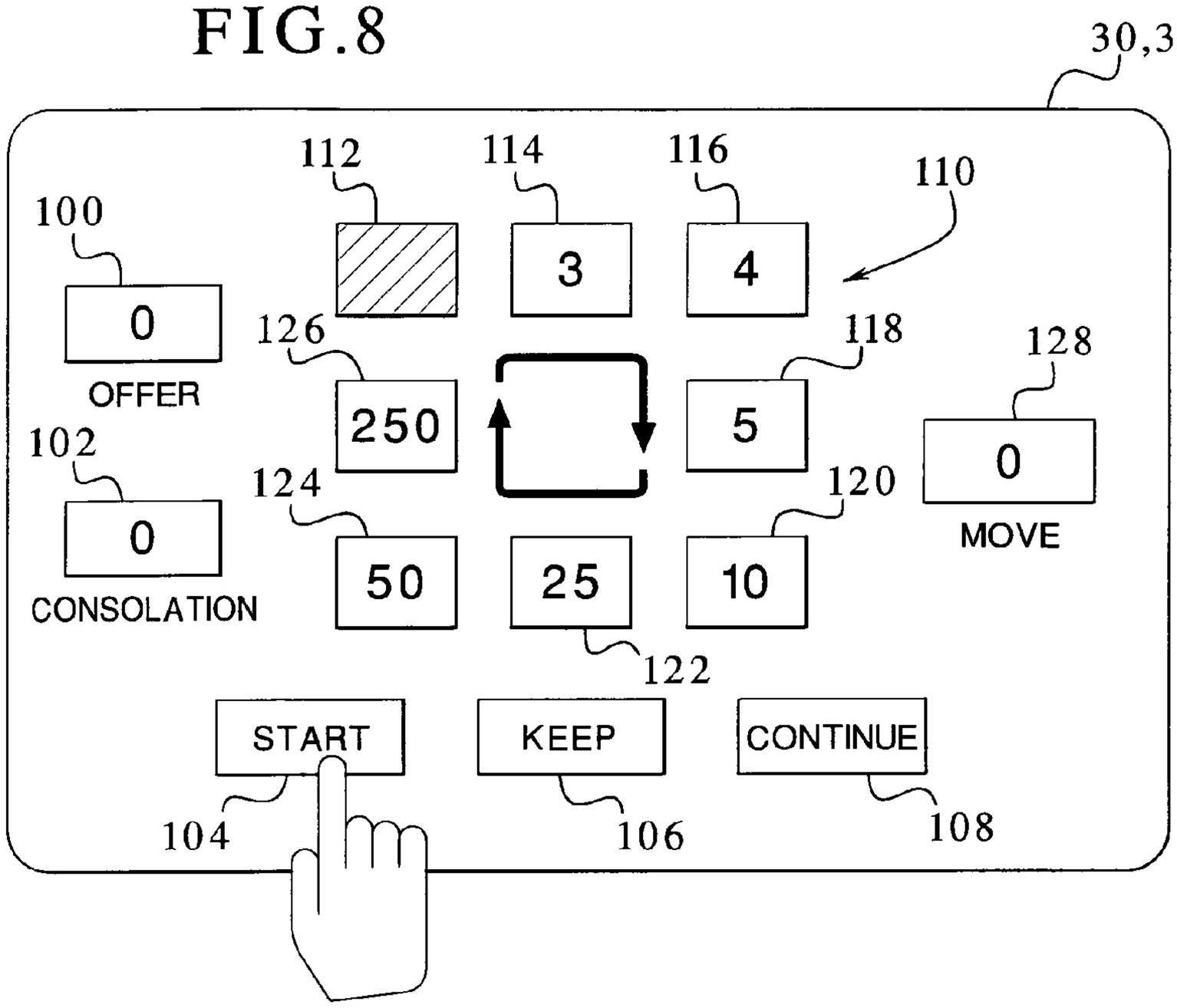

30,32
112
114
116
110
100
0
3
4
126
118
128
OFFER
250
5
0
102
124
120
MOVE
0
50
25
10
CONSOLATION
122
START
KEEP
CONTINUE
104
106
108

FIG.9

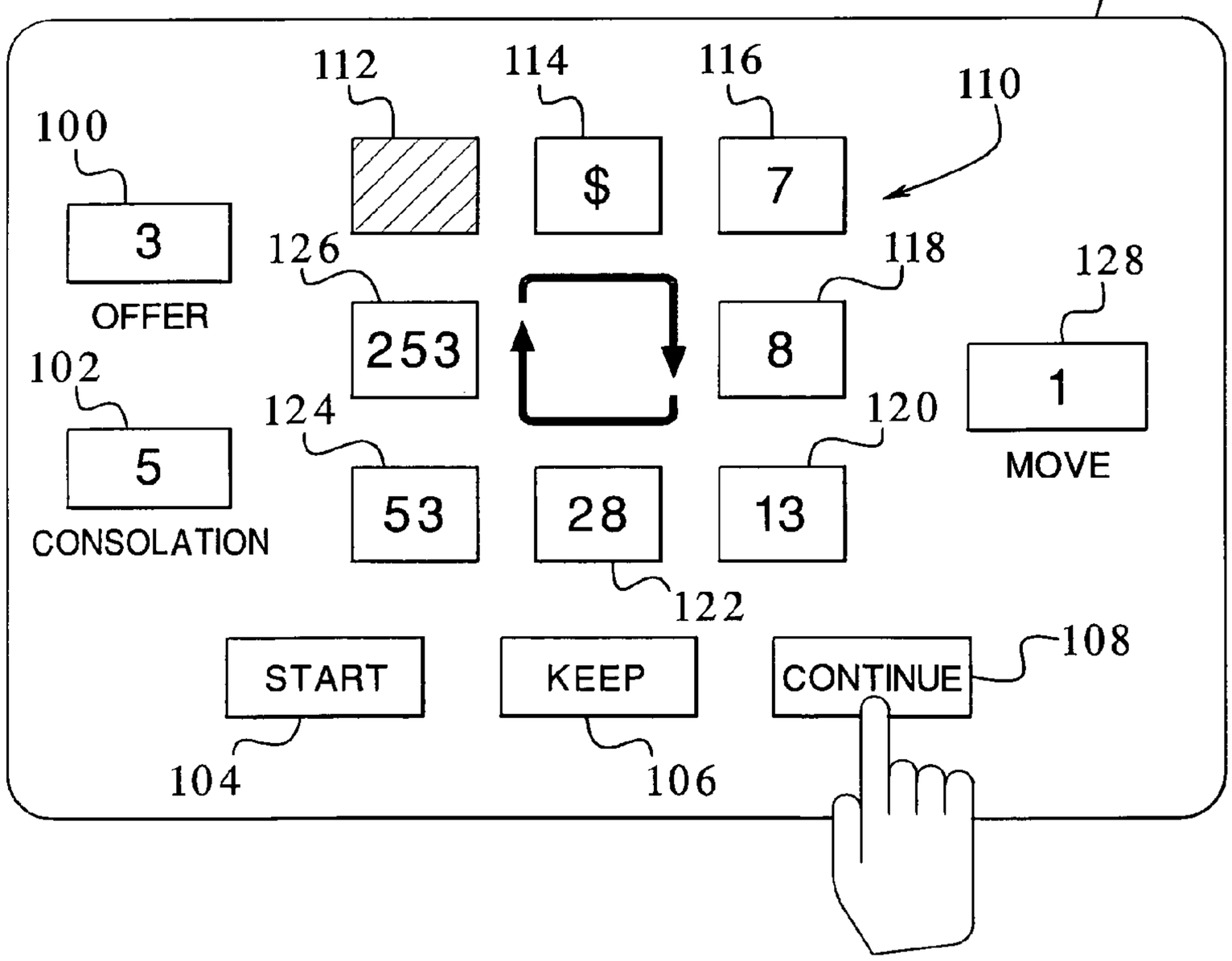

30,32
112
114
116
110
100
3
$
7
126
118
128
OFFER
253
8
1
102
124
120
MOVE
5
53
28
13
CONSOLATION
122
START
KEEP
CONTINUE
108
104
106

FIG.10

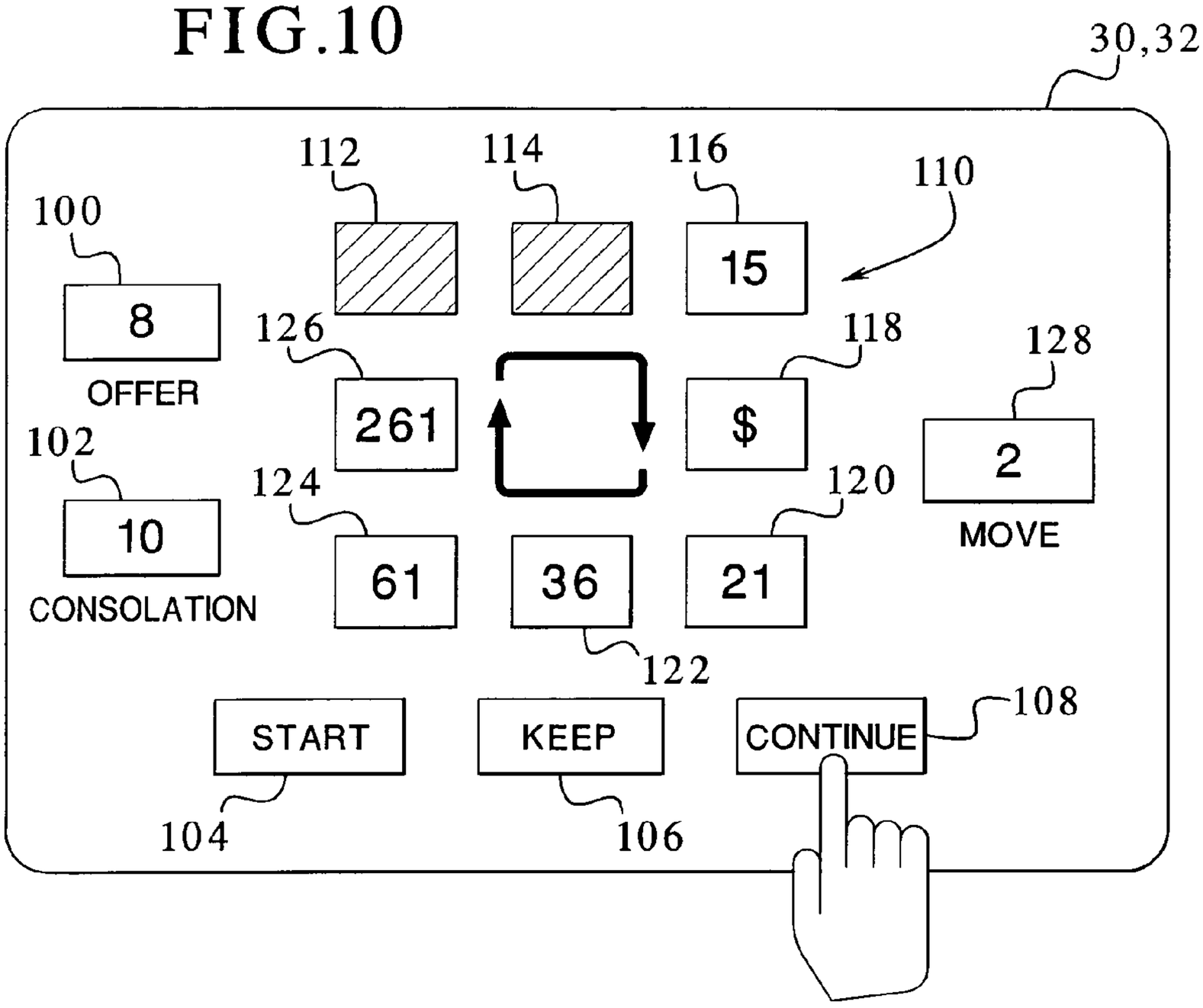

30,32
112
114
116
110
100
15
8
126
118
128
OFFER
261
$
2
102
124
120
10
MOVE
61
36
21
CONSOLATION
122
START
KEEP
CONTINUE
108
104
106

FIG.11

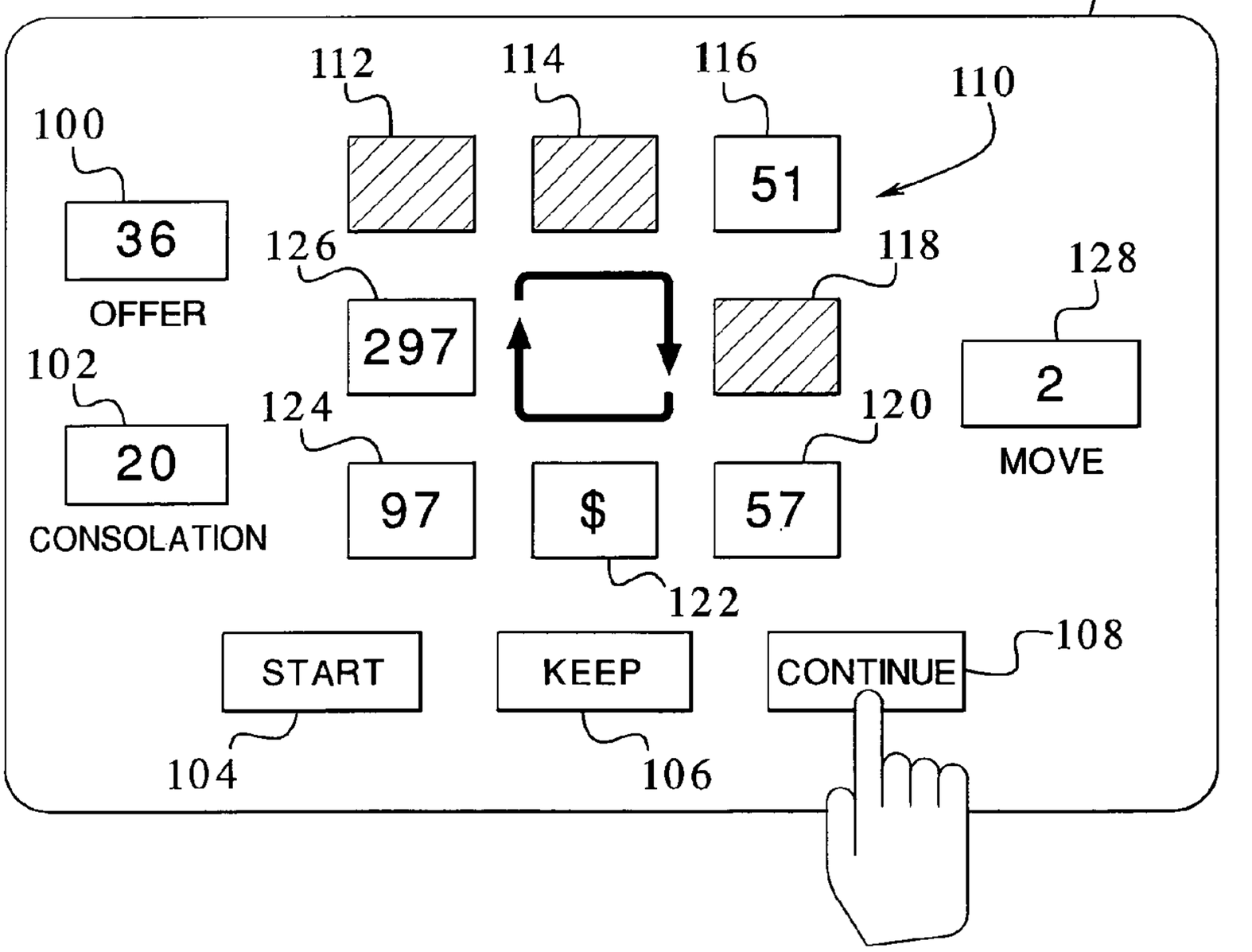

30,32
112
114
116
110
100
51
36
126
118
128
OFFER
297
2
102
124
120
20
MOVE
97
$
57
CONSOLATION
122
START
KEEP
CONTINUE
108
104
106

FIG.12

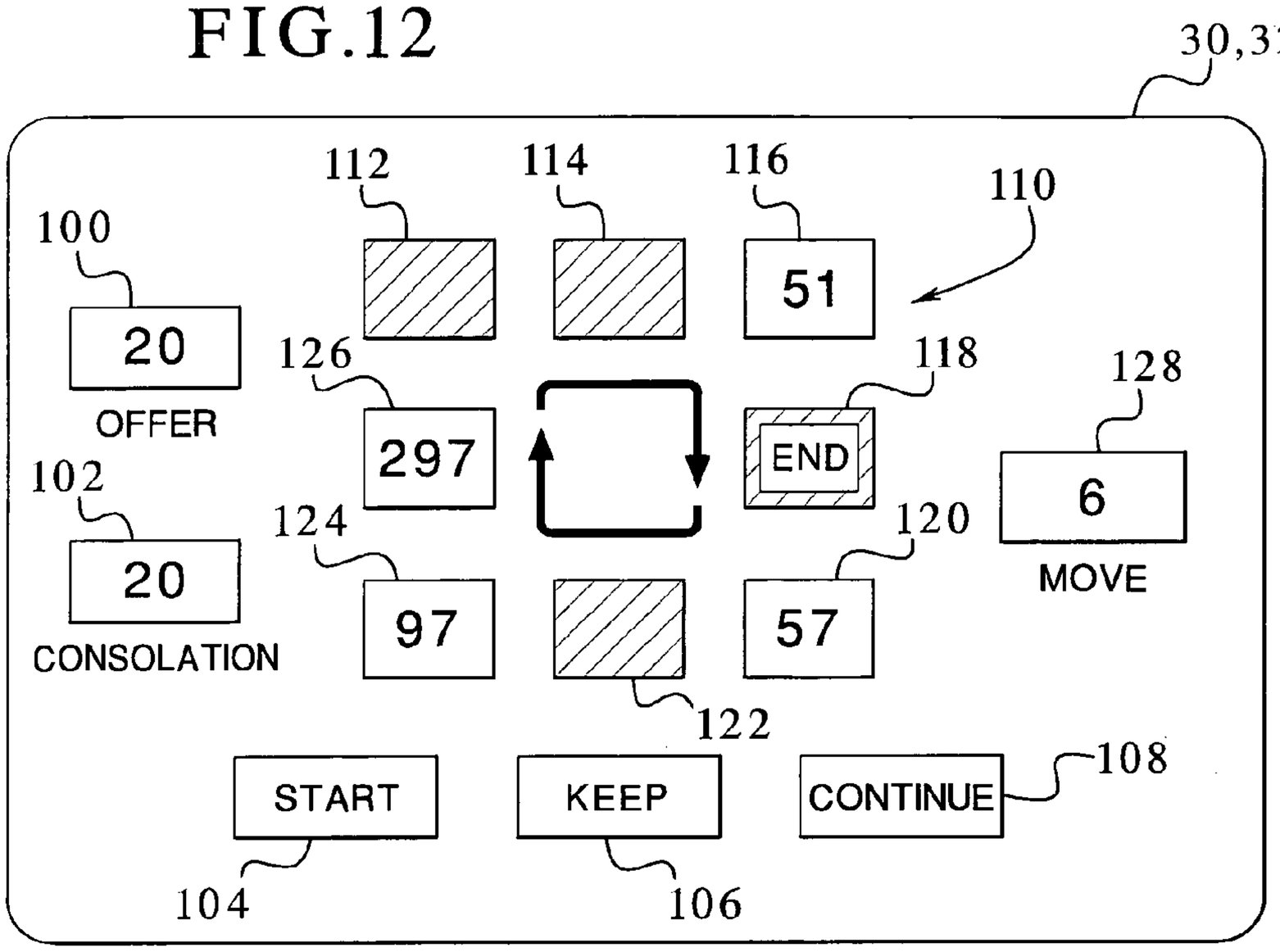

30,32
112
114
116
110
100
51
20
OFFER
126
118
128
297
END
6
MOVE
102
124
120
20
97
57
CONSOLATION
122
108
START
KEEP
CONTINUE
104
106

FIG.13

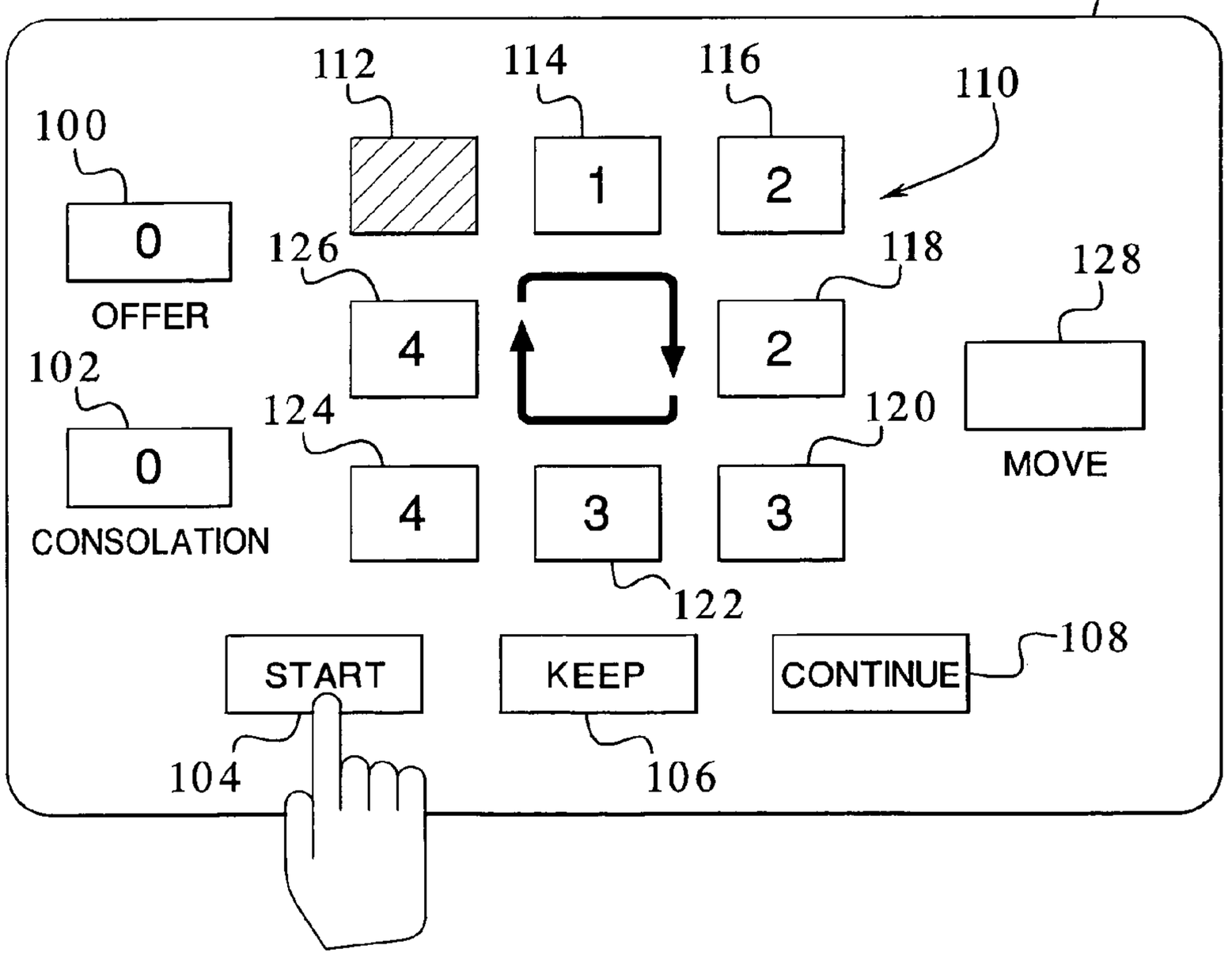

30,32
112
114
116
110
100
1
2
0
OFFER
126
118
128
4
2
102
124
120
0
4
3
3
CONSOLATION
MOVE
122
108
START
KEEP
CONTINUE
104
106

FIG.14

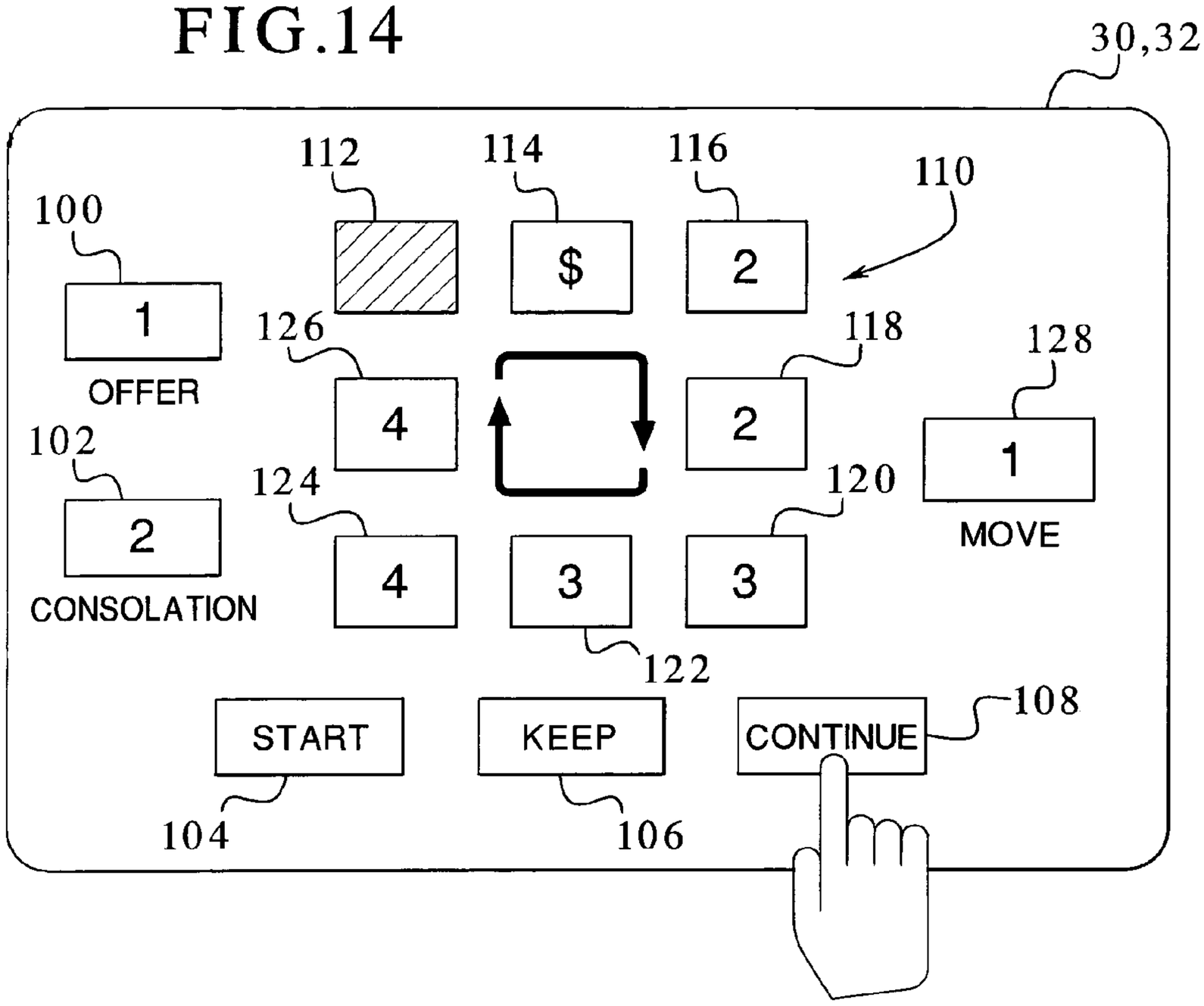

30,32
112
114
116
110
100
$
2
1
126
118
128
OFFER
4
2
1
102
124
120
2
MOVE
4
3
3
CONSOLATION
122
108
START
KEEP
CONTINUE
104
106

FIG.15

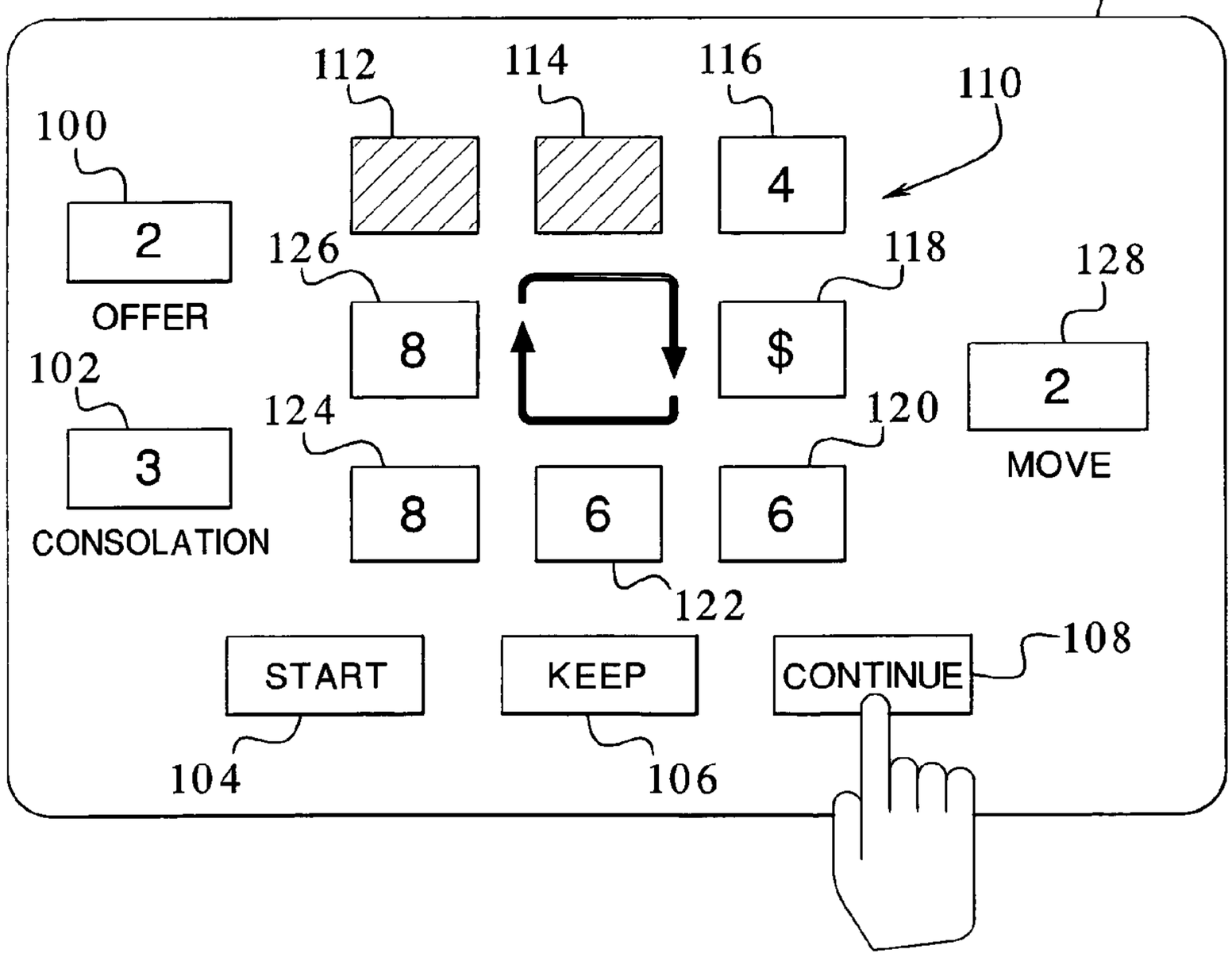

30,32
112
114
116
110
100
4
2
126
118
128
OFFER
8
$
2
102
124
120
3
MOVE
8
6
6
CONSOLATION
122
108
START
KEEP
CONTINUE
104
106

FIG.16

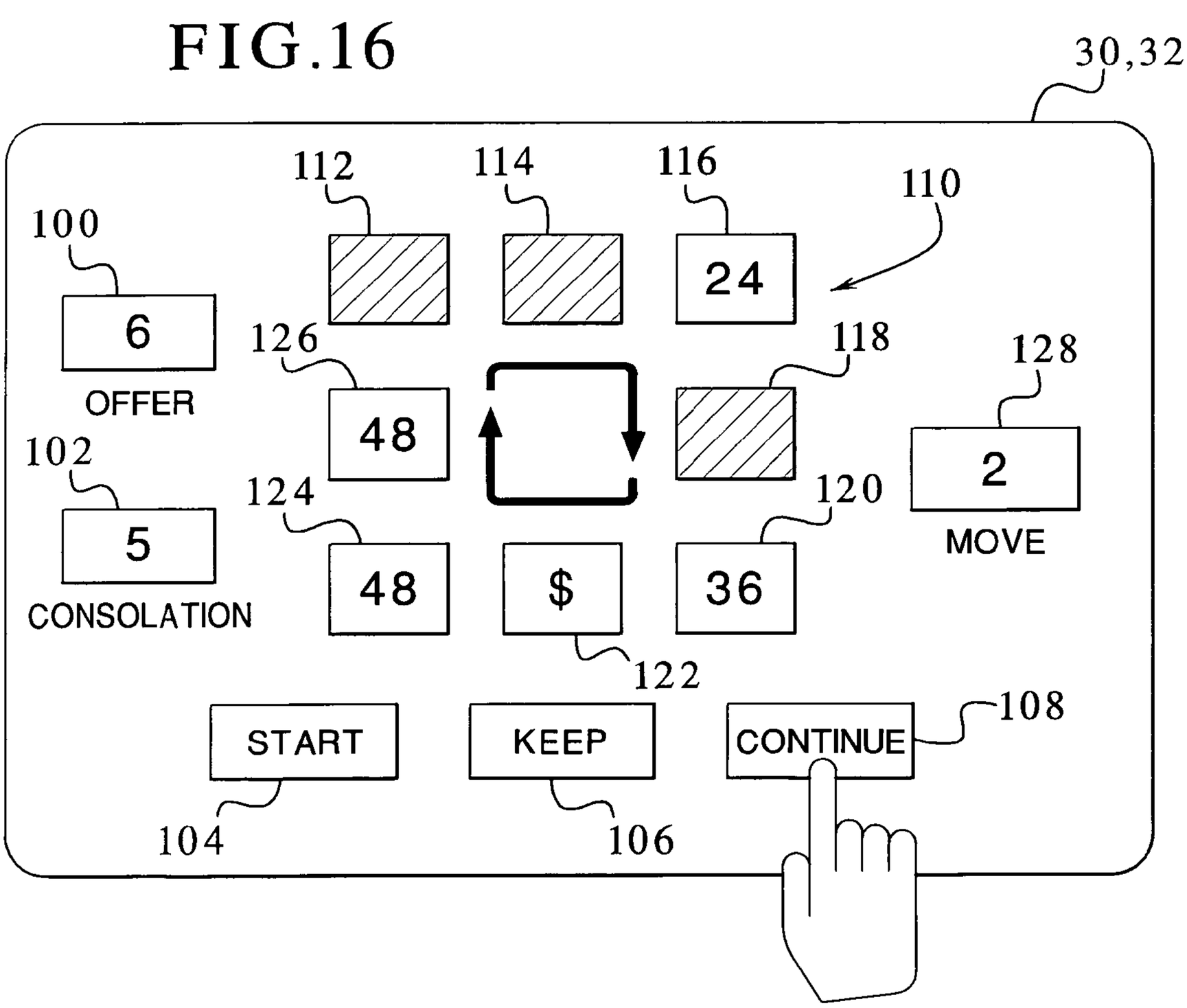

30,32
112
114
116
110
100
6
24
126
118
128
OFFER
48
102
2
5
124
120
MOVE
CONSOLATION
48
$
36
122
START
KEEP
CONTINUE
108
104
106

FIG.17

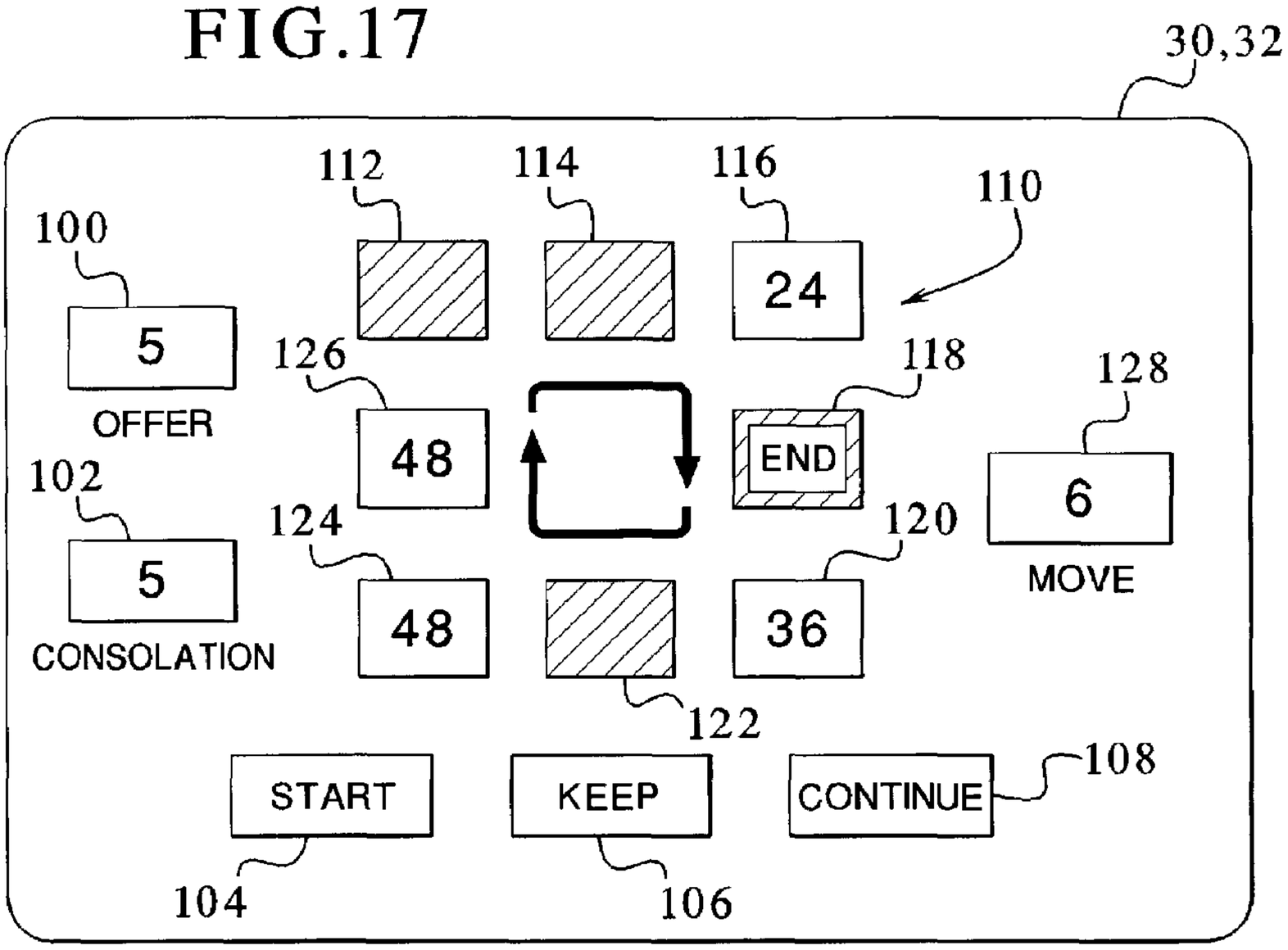

30,32
112
114
116
110
100
5
OFFER
24
126
48
118
END
128
6
MOVE
102
5
CONSOLATION
124
48
120
36
122
START
KEEP
CONTINUE
108
104
106

FIG.18

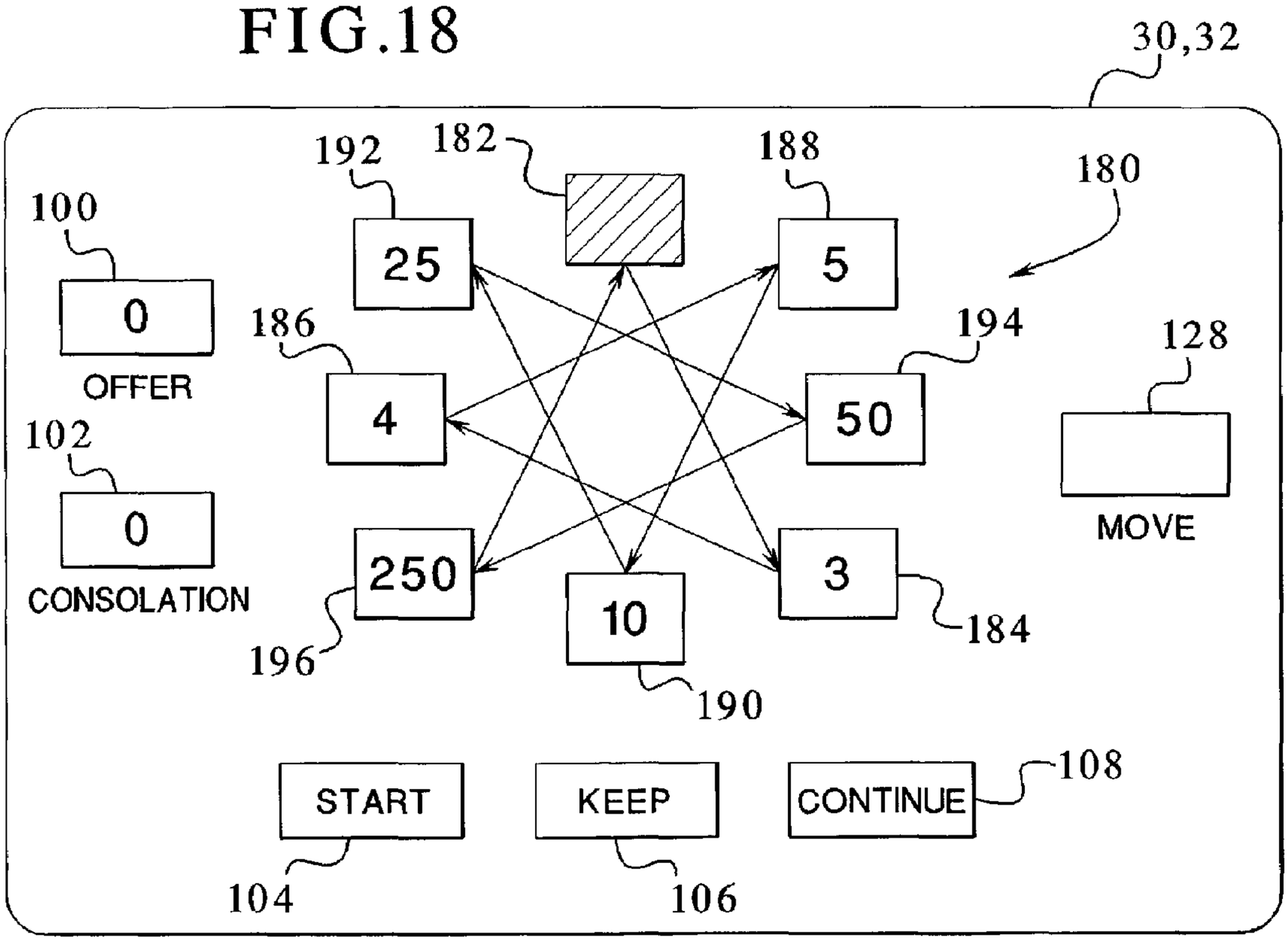

30,32
192
182
188
180
100
0
OFFER
25
5
186
194
128
4
50
102
0
CONSOLATION
250
10
3
MOVE
196
184
190
START
KEEP
CONTINUE
108
104
106

FIG.19

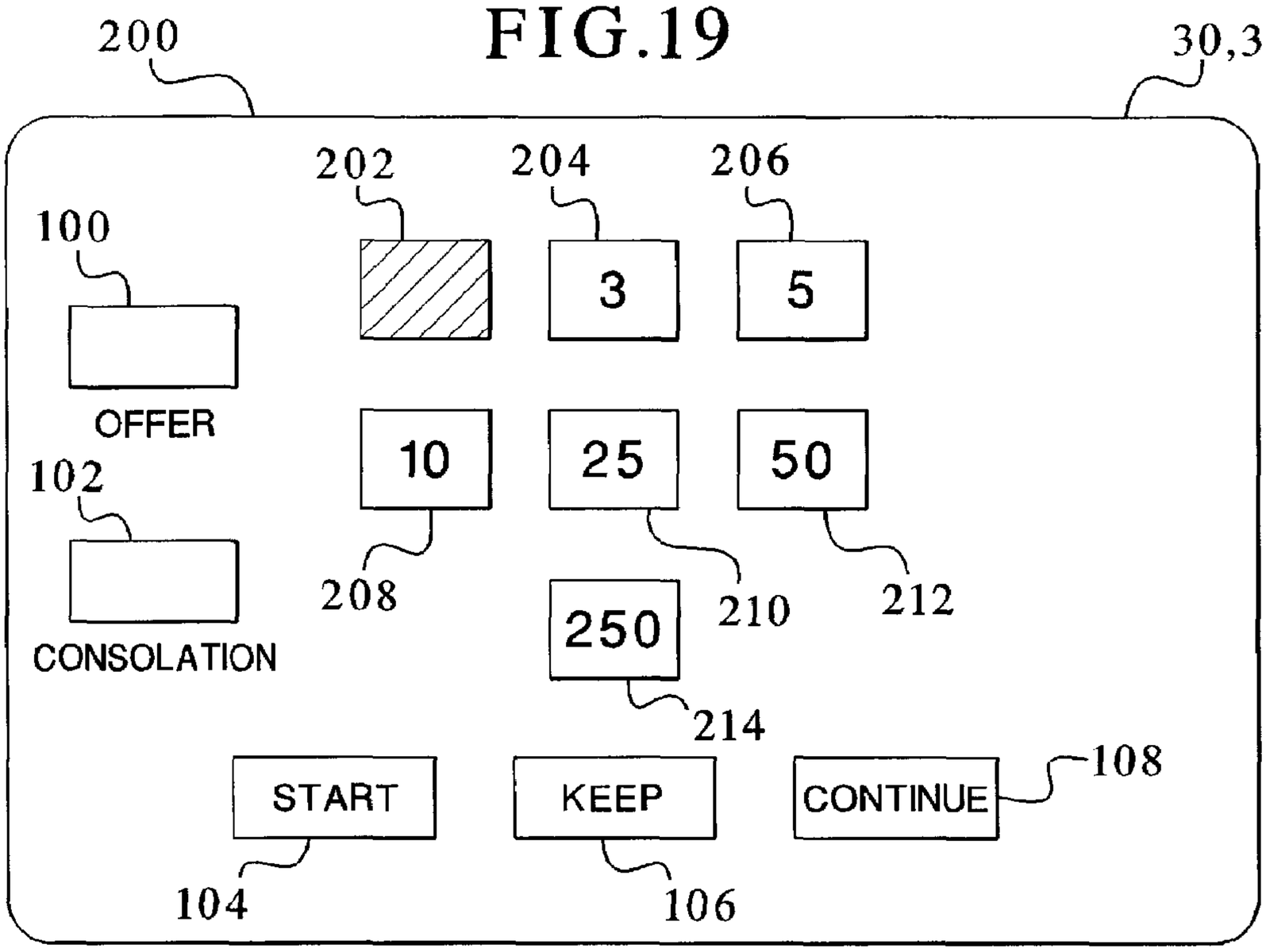
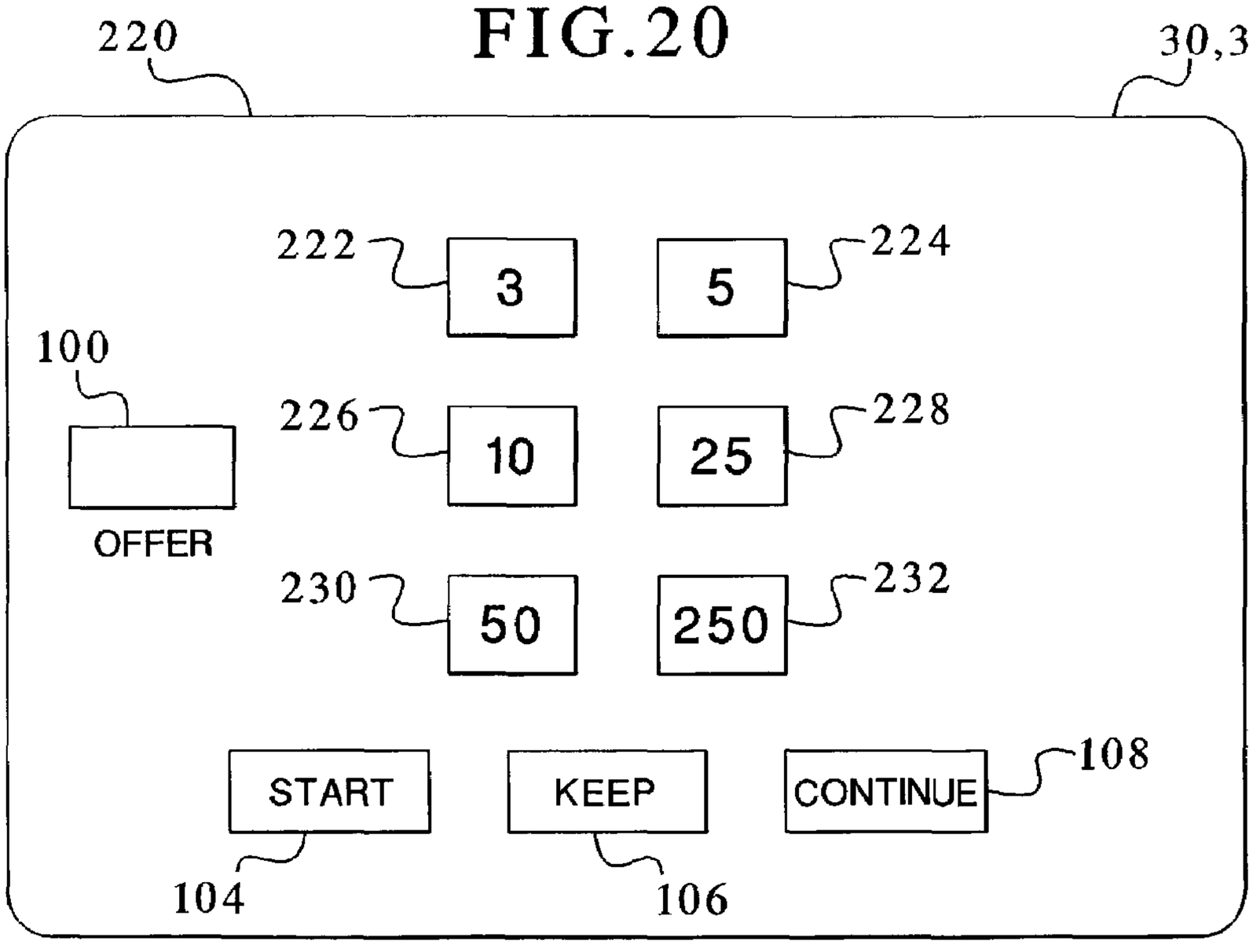

200
30,32
202
204
206
100
3
5
OFFER
102
10
25
50
208
210
212
CONSOLATION
250
214
START
KEEP
CONTINUE
108
104
106

FIG.20


220
30,32
222
3
5
224
100
226
10
25
228
OFFER
230
50
250
232
START
KEEP
CONTINUE
108
104
106

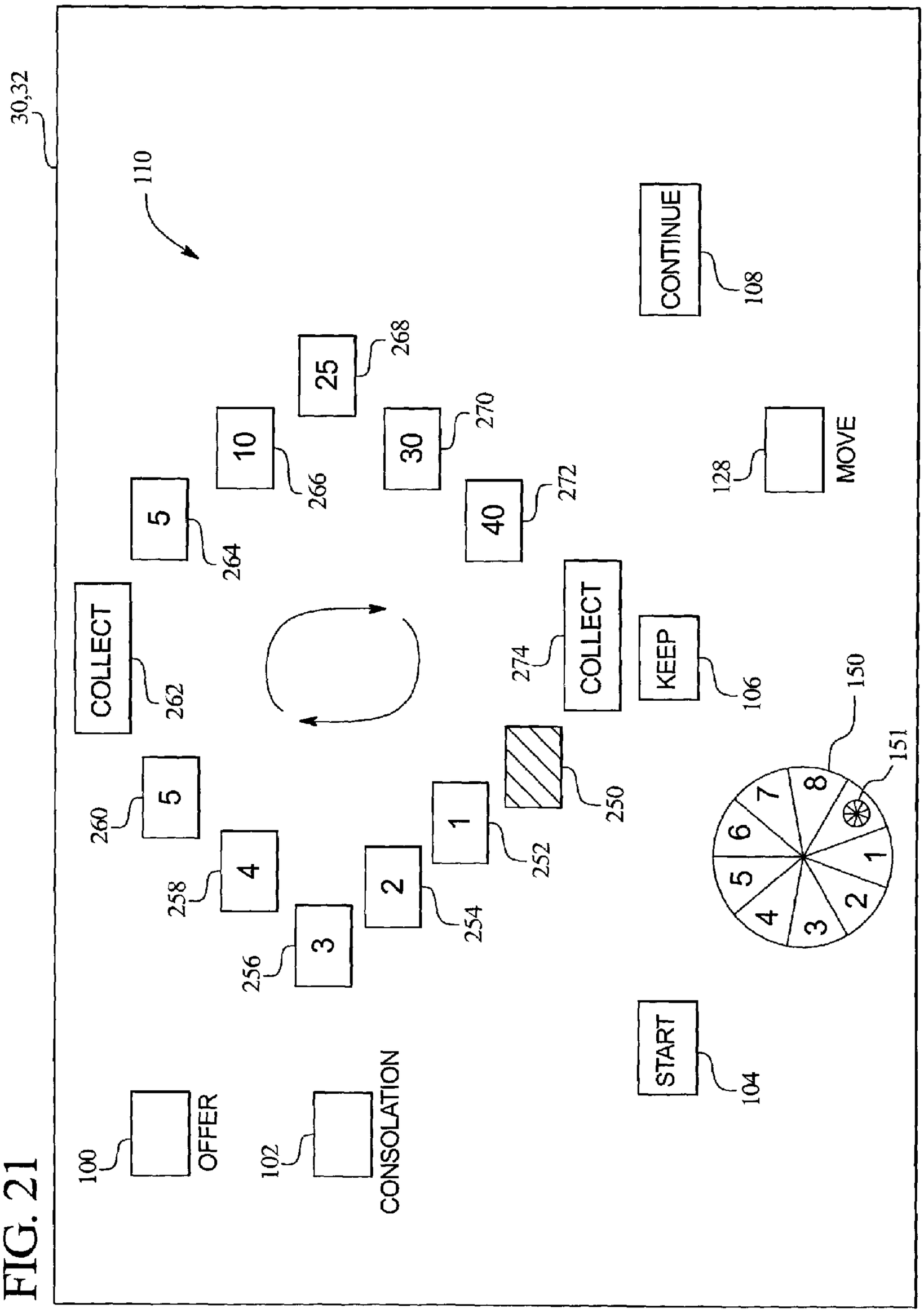

30,32
110
CONTINUE
108
5
264
10
266
25
268
30
270
40
272
COLLECT
262
5
260
4
258
3
256
2
254
1
252
250
274
COLLECT
KEEP
106
128
MOVE
150
151
8
7
6
5
4
3
2
1
OFFER
100
CONSOLATION
102
START
104

FIG. 21

FIG. 22

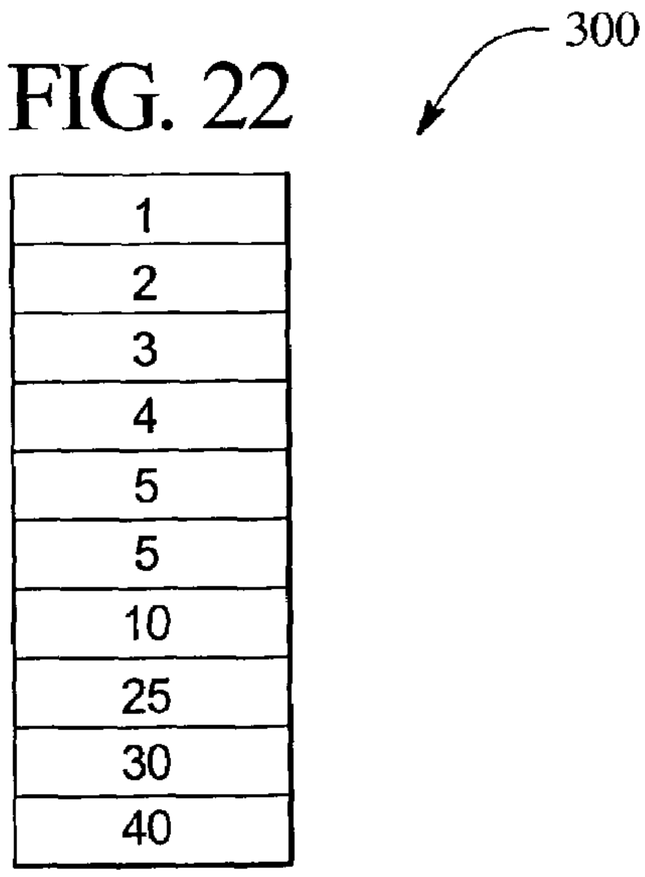


FIG. 23

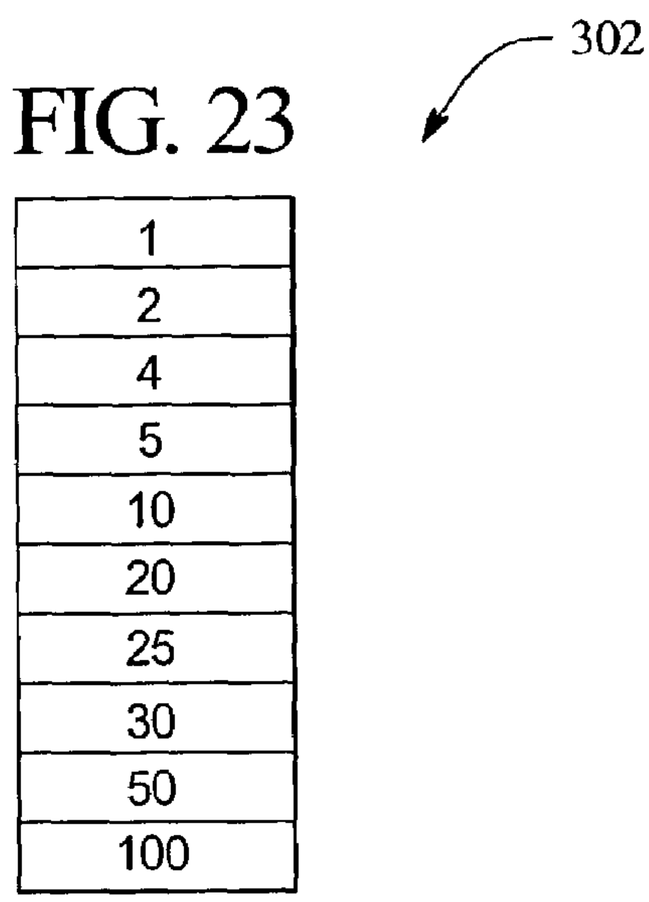


FIG. 24

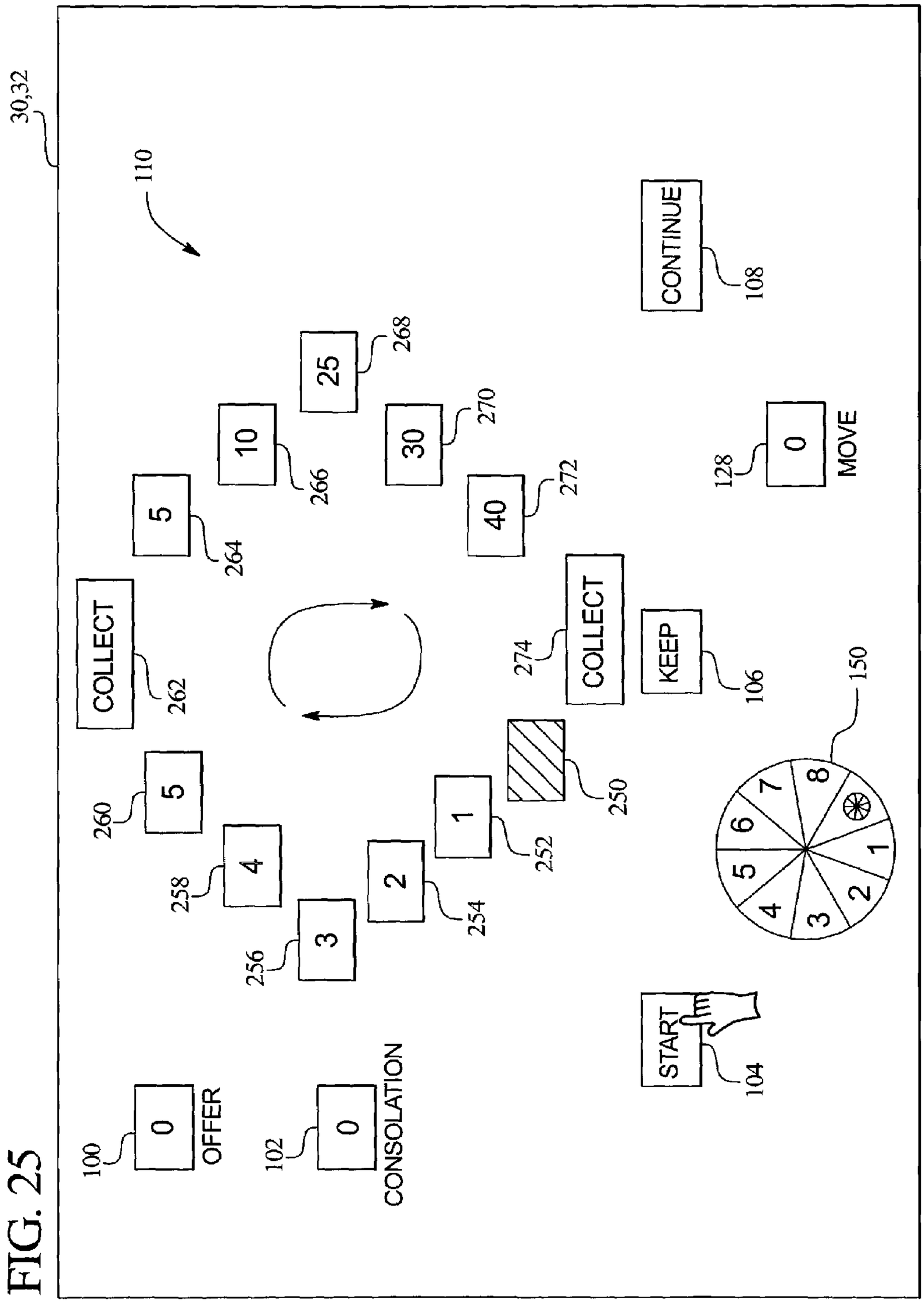

30,32
110
CONTINUE
108
5
264
10
266
25
268
30
270
40
272
COLLECT
262
COLLECT
274
KEEP
106
5
260
4
258
3
256
2
254
1
252
250
128
0
MOVE
150
1
2
3
4
5
6
7
8
0
100
OFFER
0
102
CONSOLATION
START
104

FIG. 25

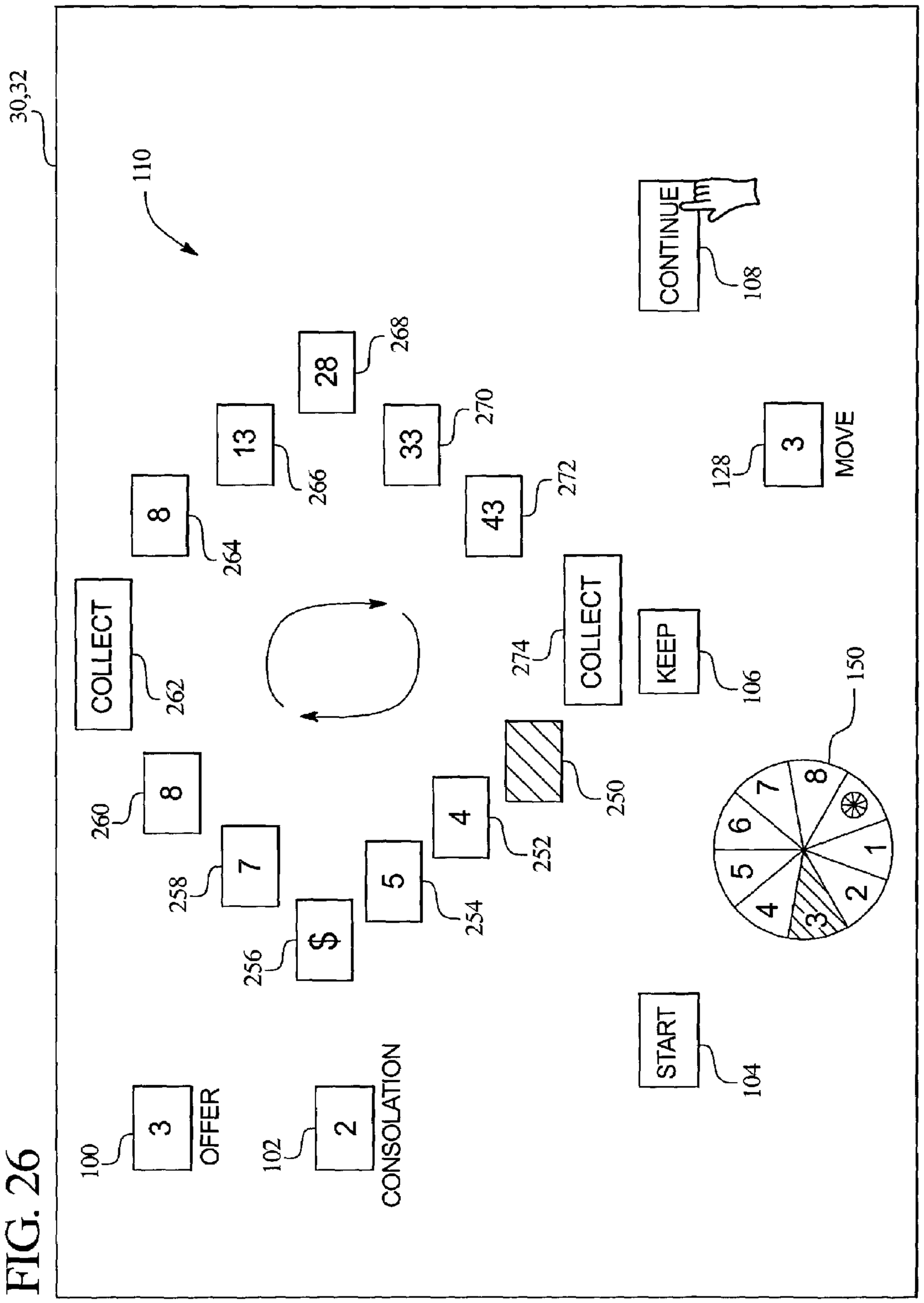

30,32
110
CONTINUE
108
28
268
13
266
33
270
8
264
43
272
COLLECT
262
COLLECT
274
KEEP
106
128
3
MOVE
8
260
7
258
5
254
4
252
$
256
250
150
1
2
3
4
5
6
7
8
START
104
3
OFFER
100
2
CONSOLATION
102

FIG. 26

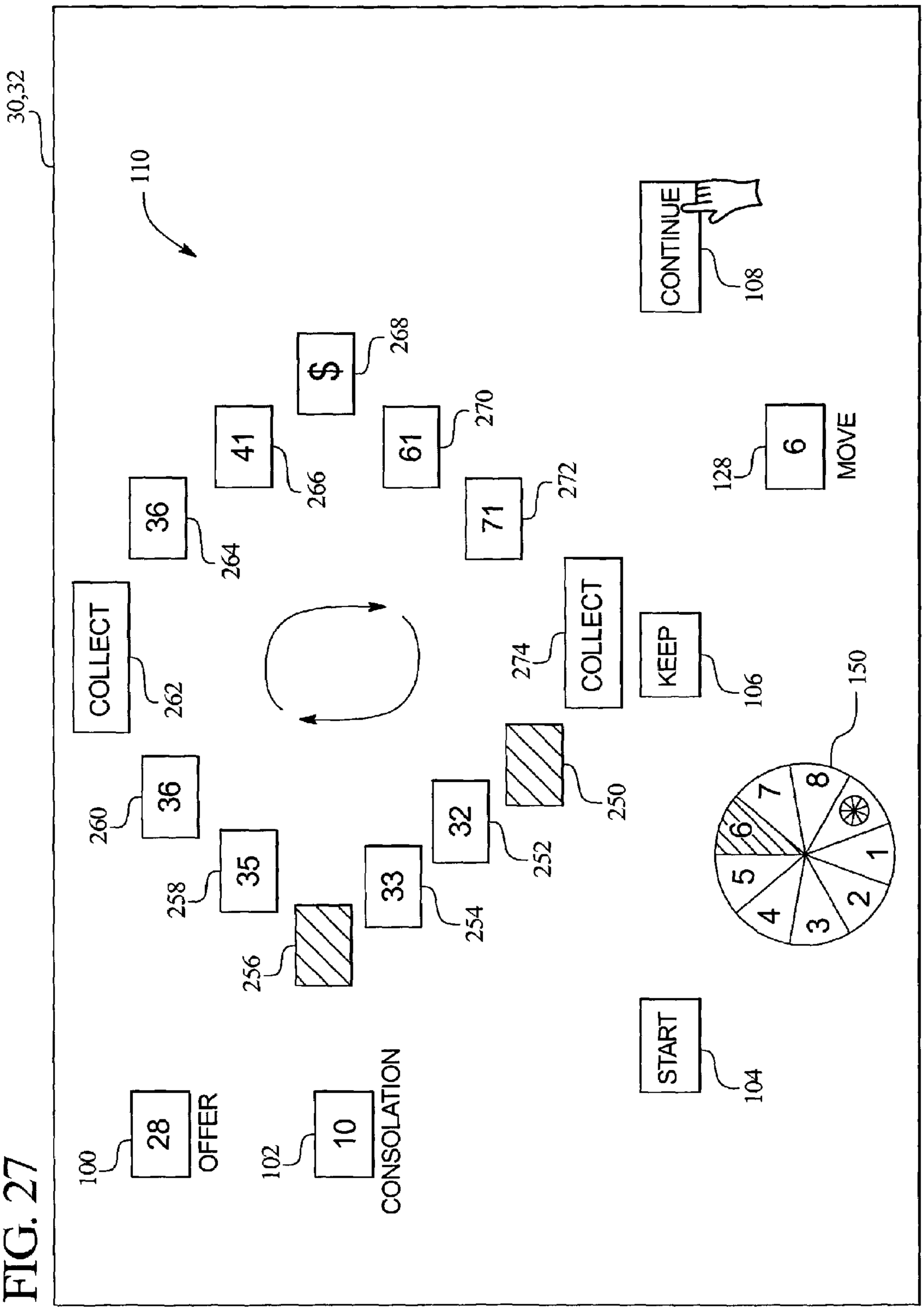

30,32
110
CONTINUE
108
$
268
41
266
61
270
36
264
71
272
COLLECT
262
COLLECT
274
KEEP
106
36
260
35
258
33
254
32
252
250
256
128
6
MOVE
150
1
2
3
4
5
6
7
8
28
OFFER
100
10
CONSOLATION
102
START
104

FIG. 27

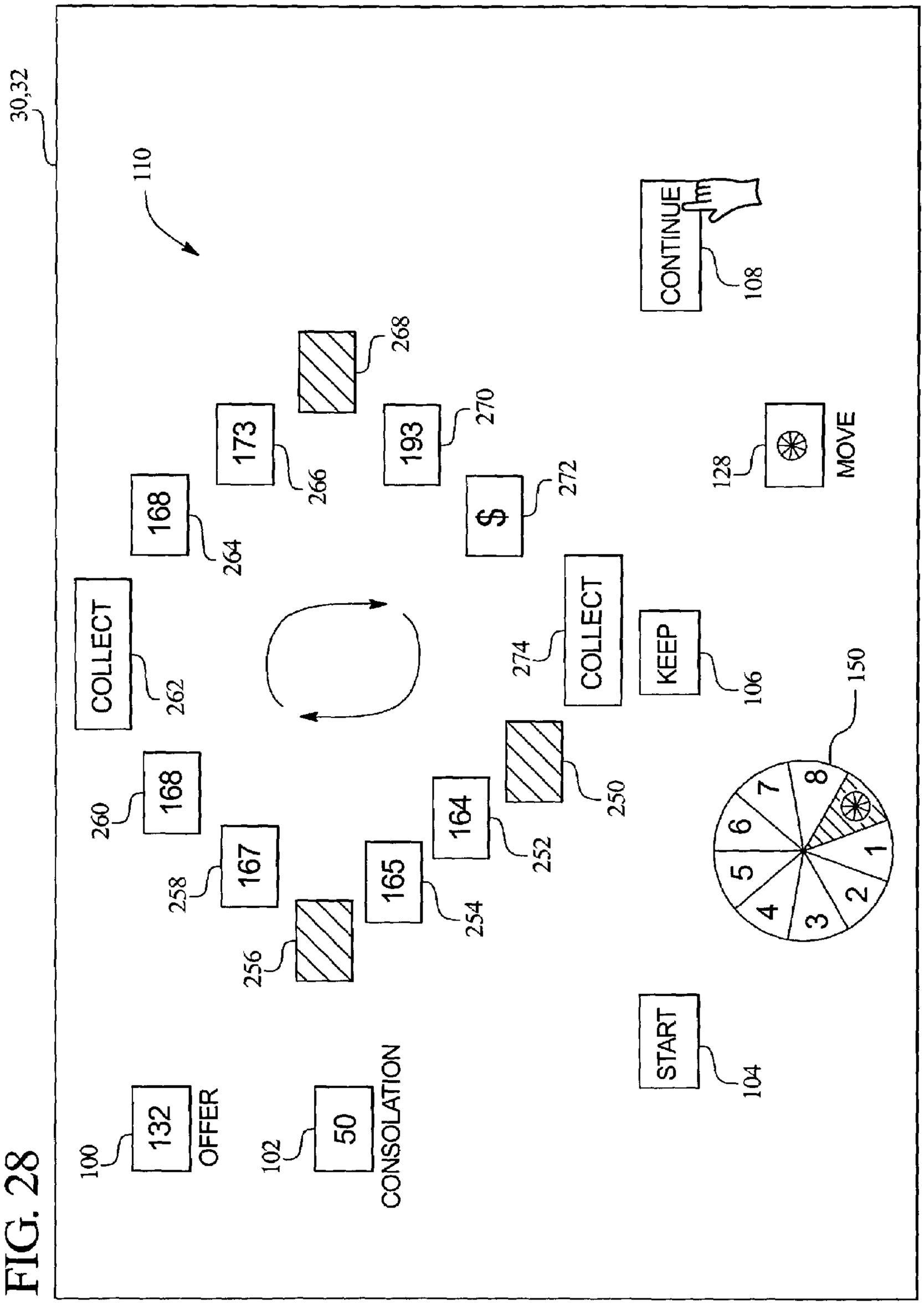

30,32
110
CONTINUE
108
168
264
173
266
268
193
270
$
272
COLLECT
262
274
COLLECT
KEEP
106
128
MOVE
260
168
258
167
165
164
252
250
256
254
150
1
2
3
4
5
6
7
8
START
104
100
132
OFFER
102
50
CONSOLATION

FIG. 28

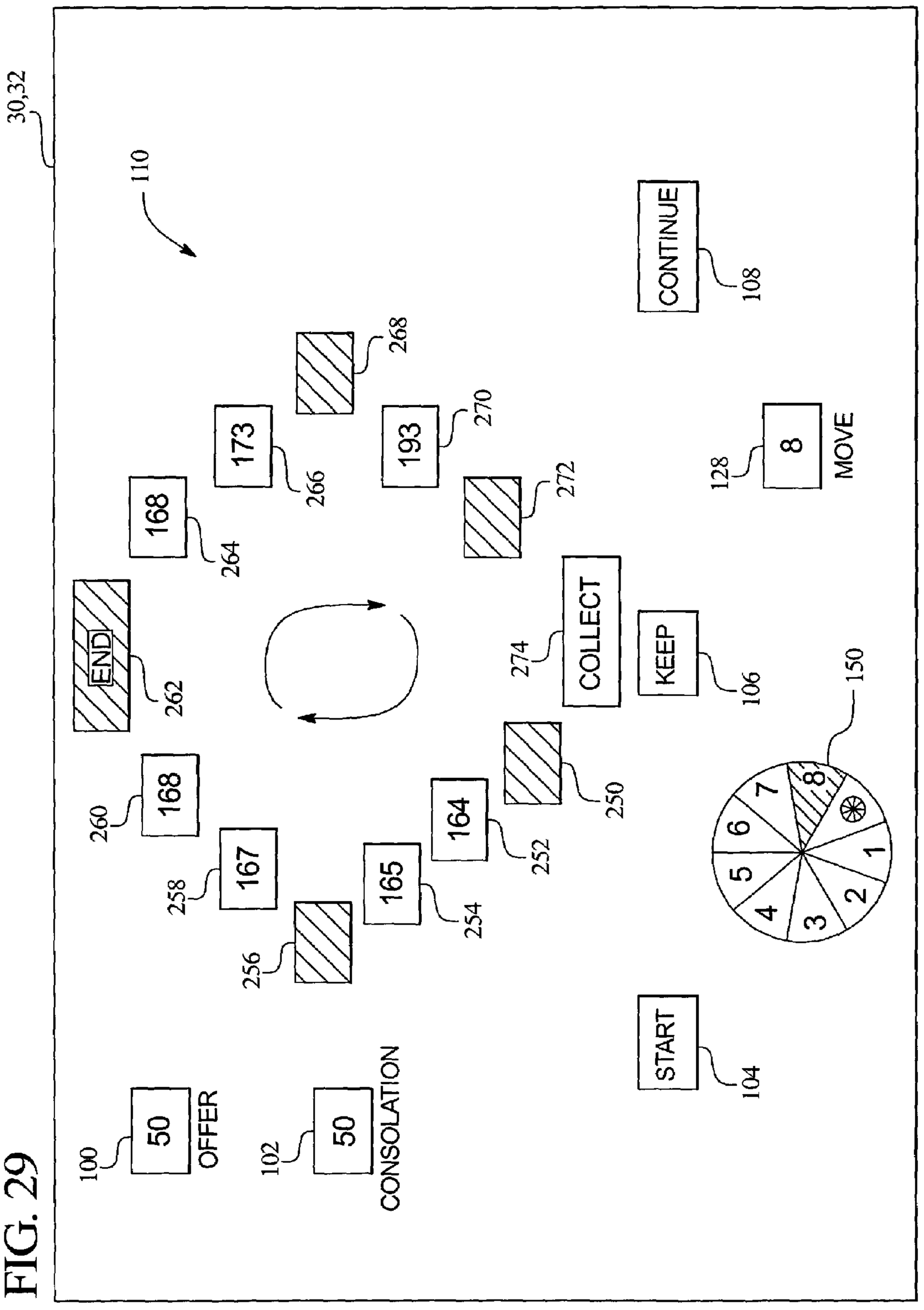

30,32
110
CONTINUE
108
168
264
173
266
268
193
270
272
END
262
168
260
167
258
165
164
252
250
COLLECT
274
KEEP
106
128
8
MOVE
150
1
2
3
4
5
6
7
8
256
254
50
100
OFFER
50
102
CONSOLATION
START
104

FIG. 29

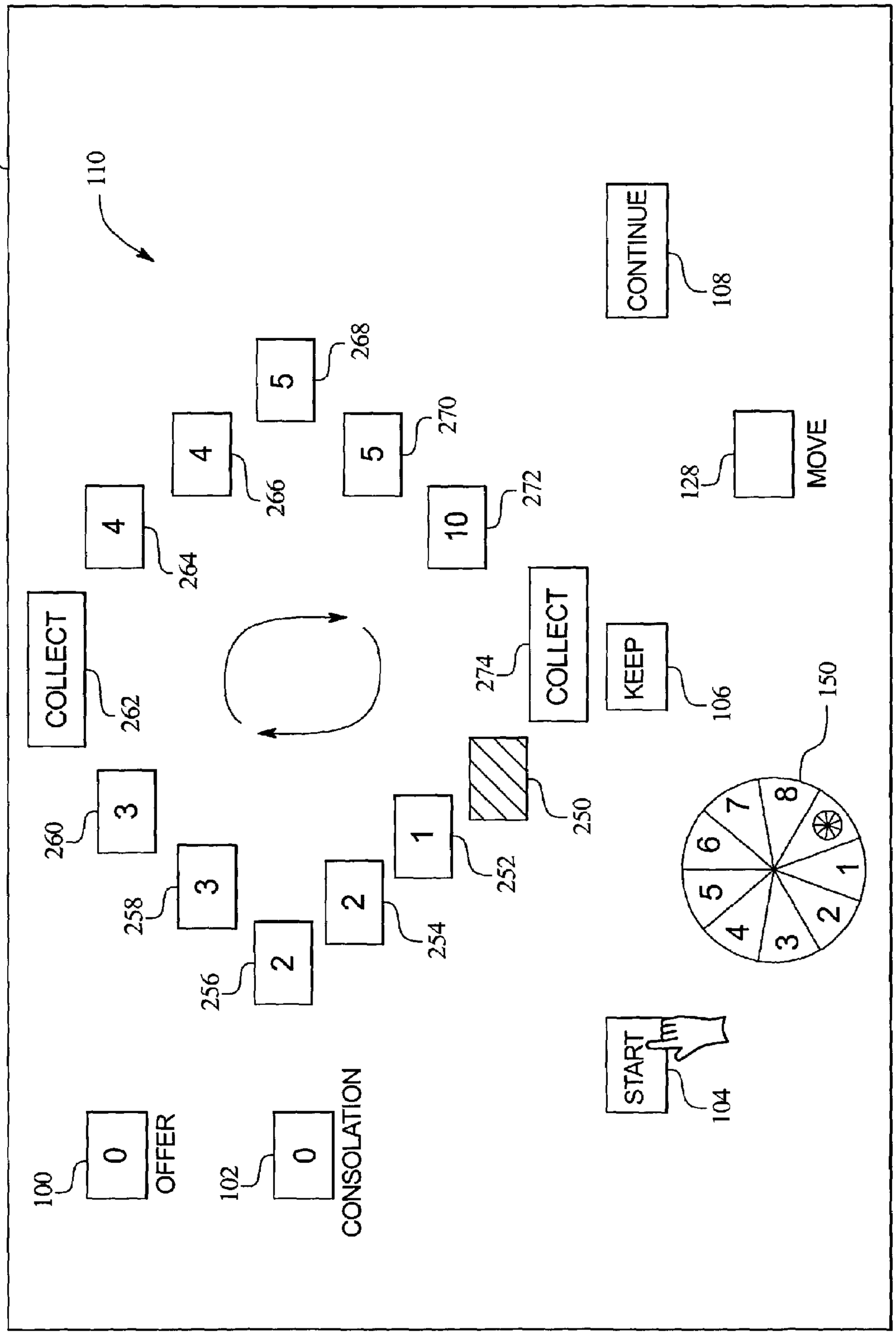

30,32
110
CONTINUE
108
4
264
4
266
5
268
5
270
10
272
COLLECT
262
COLLECT
274
KEEP
106
128
MOVE
3
260
3
258
2
256
2
254
1
252
250
150
1
2
3
4
5
6
7
8
0
OFFER
100
0
CONSOLATION
102
START
104

FIG. 30

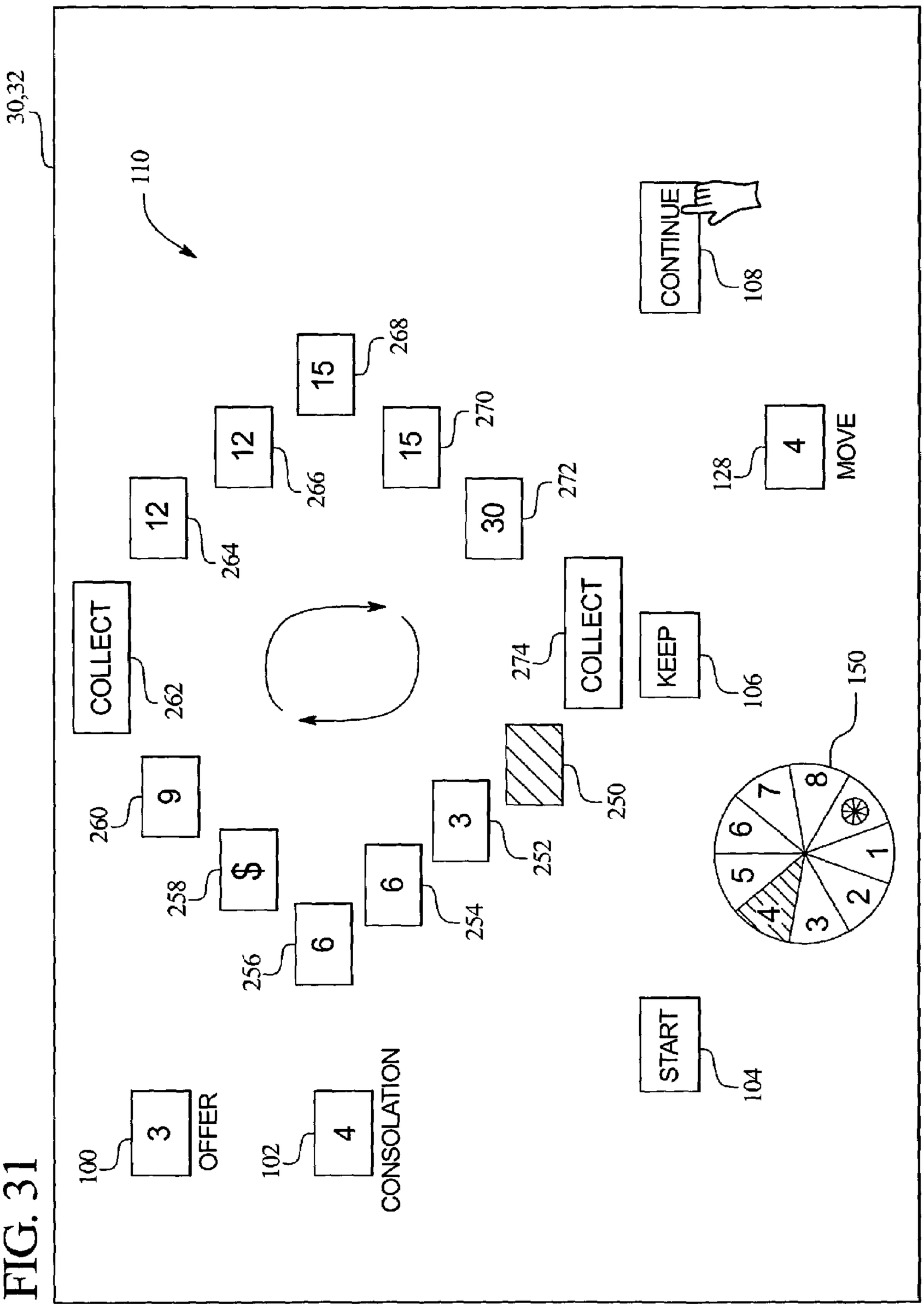

30,32
110
CONTINUE
108
12
264
12
266
15
268
15
270
30
272
COLLECT
262
COLLECT
274
KEEP
106
9
260
$
258
6
256
6
254
3
252
250
128
4
MOVE
150
8
7
6
1
5
2
4
3
START
104
3
100
OFFER
4
102
CONSOLATION

FIG. 31

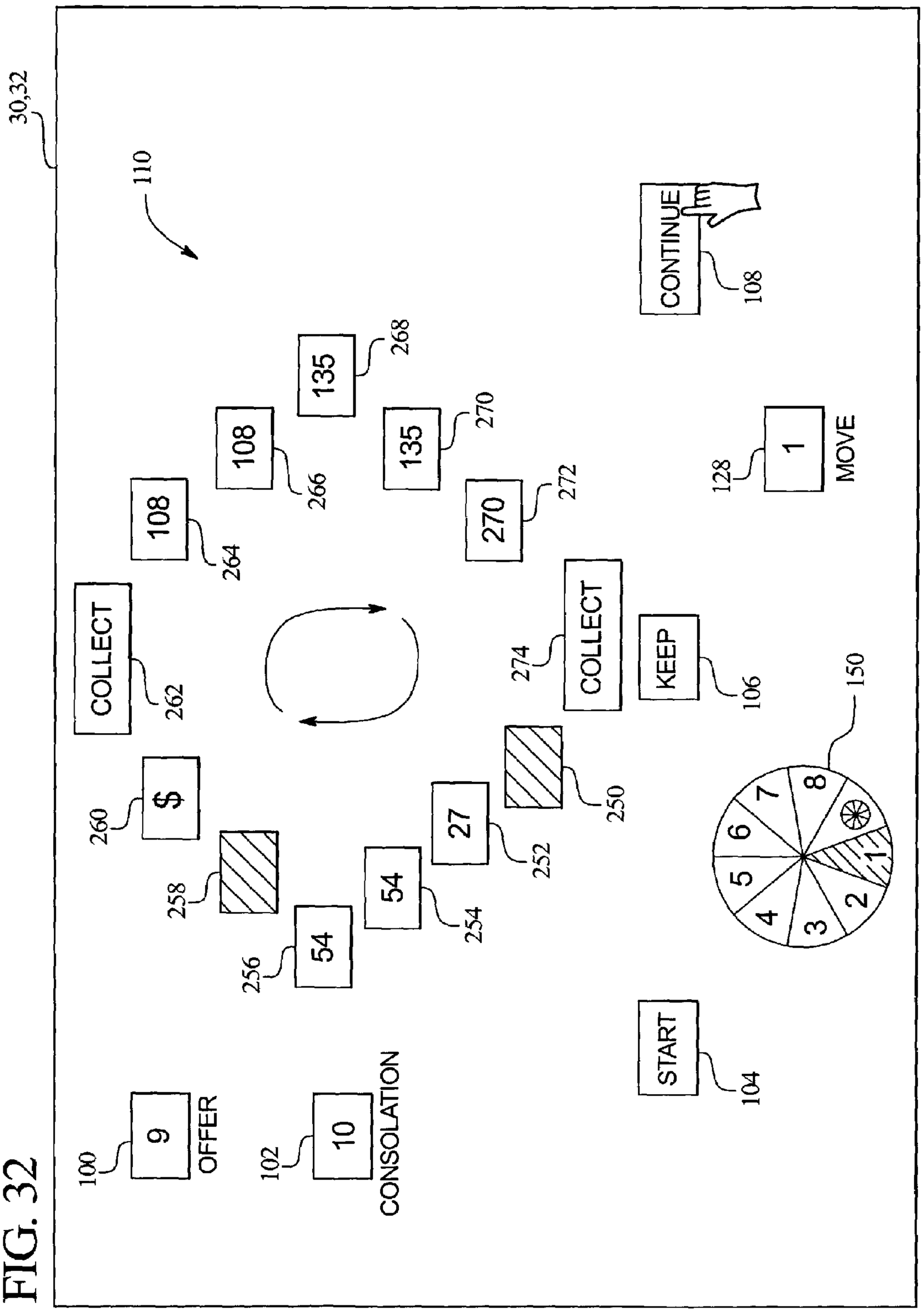

30,32
110
CONTINUE
108
135
268
108
266
135
270
108
264
270
272
COLLECT
262
274
COLLECT
KEEP
106
128
1
MOVE
260
$
258
54
256
54
254
27
252
250
150
1
2
3
4
5
6
7
8
START
104
100
9
OFFER
102
10
CONSOLATION

FIG. 32

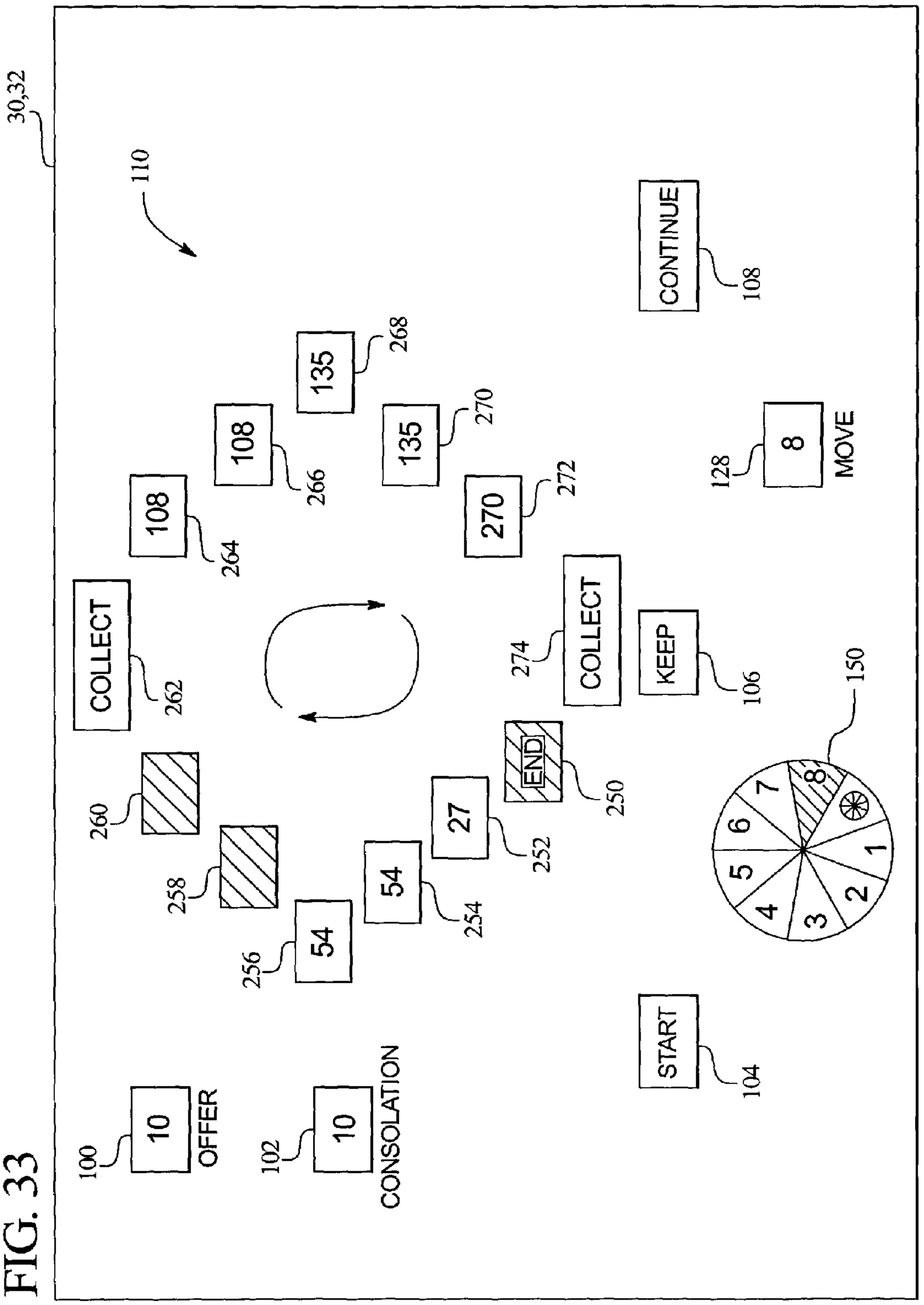

30,32
110
CONTINUE
108
135
268
108
266
135
270
108
264
270
272
COLLECT
262
COLLECT
274
KEEP
106
128
8
MOVE
150
260
258
54
256
54
254
27
252
END
250
10
OFFER
100
10
CONSOLATION
102
START
104

FIG. 33

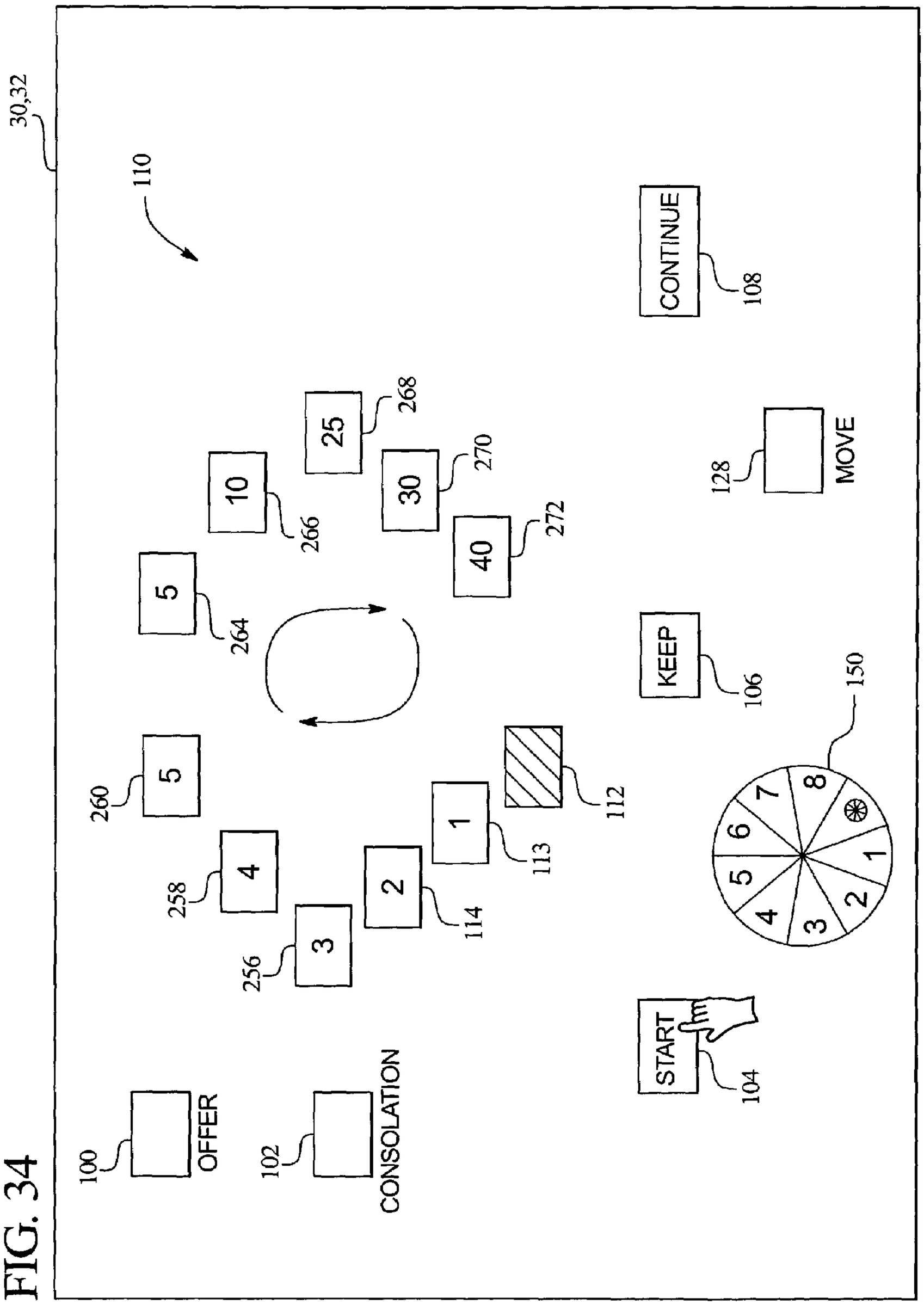

30,32
110
CONTINUE
108
10
266
25
268
30
270
40
272
5
264
5
260
4
258
3
256
2
114
1
113
112
KEEP
106
128
MOVE
150
8
7
6
5
4
3
2
1
OFFER
100
CONSOLATION
102
START
104

FIG. 34

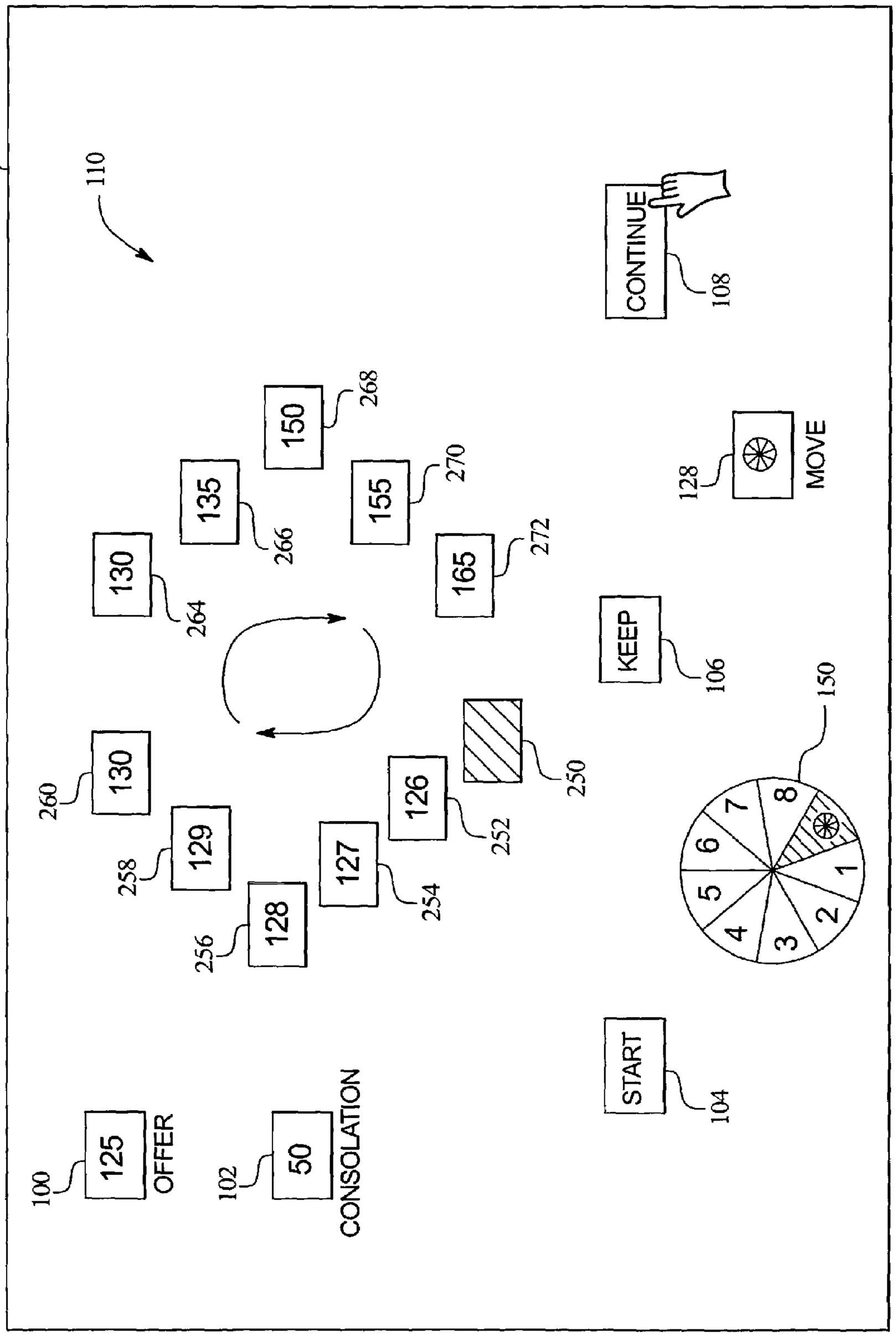

30,32
110
CONTINUE
108
128
MOVE
KEEP
106
150
1
2
3
4
5
6
7
8
130
264
135
266
150
268
155
270
165
272
130
260
129
258
128
256
127
254
126
252
250
125
OFFER
100
50
CONSOLATION
102
START
104

FIG. 35

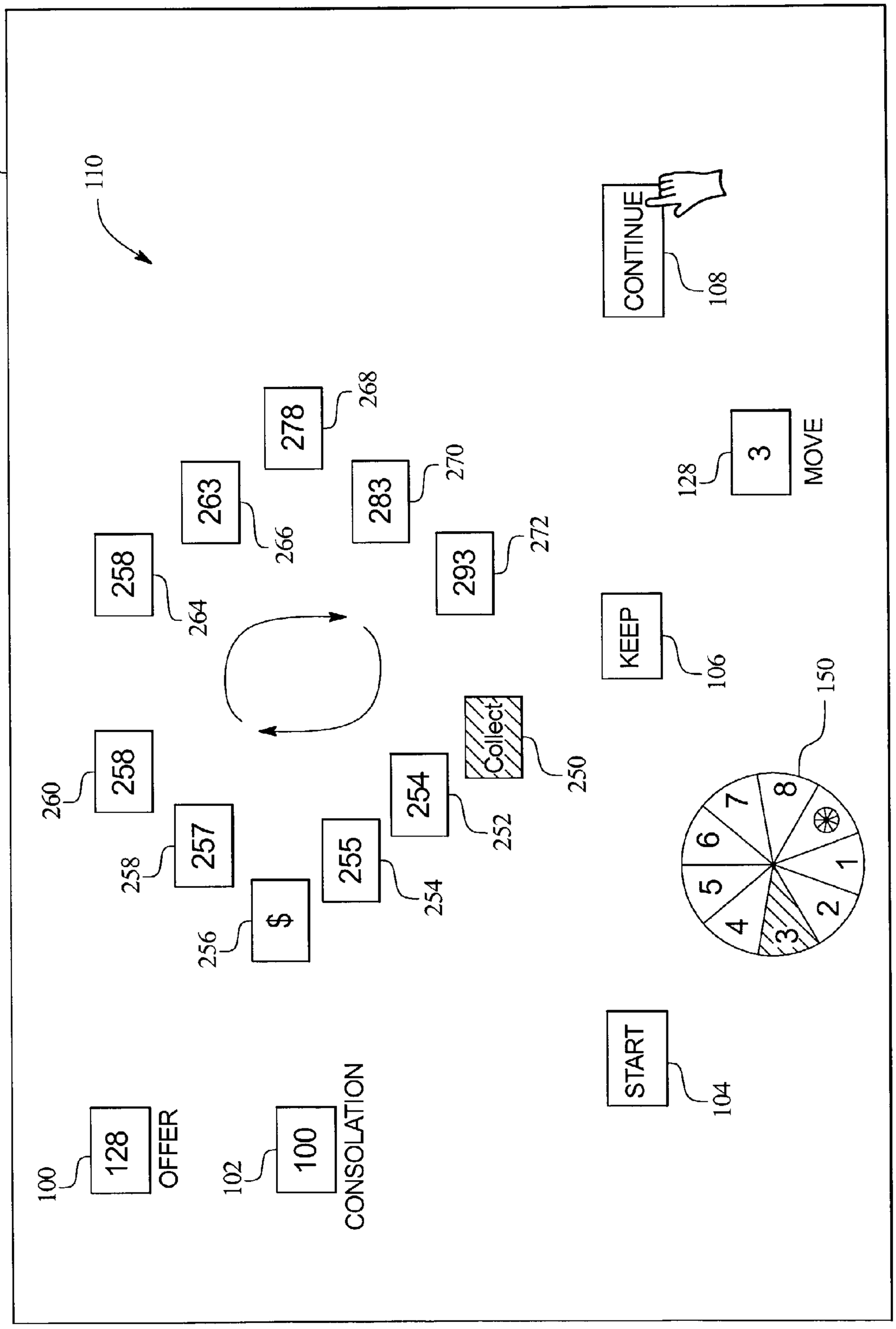

30,32
110
CONTINUE
108
258
264
263
266
278
268
283
270
293
272
258
260
257
258
255
254
254
252
Collect
250
$
256
KEEP
106
128
3
MOVE
150
1
2
3
4
5
6
7
8
START
104
100
128
OFFER
102
100
CONSOLATION

FIG. 36

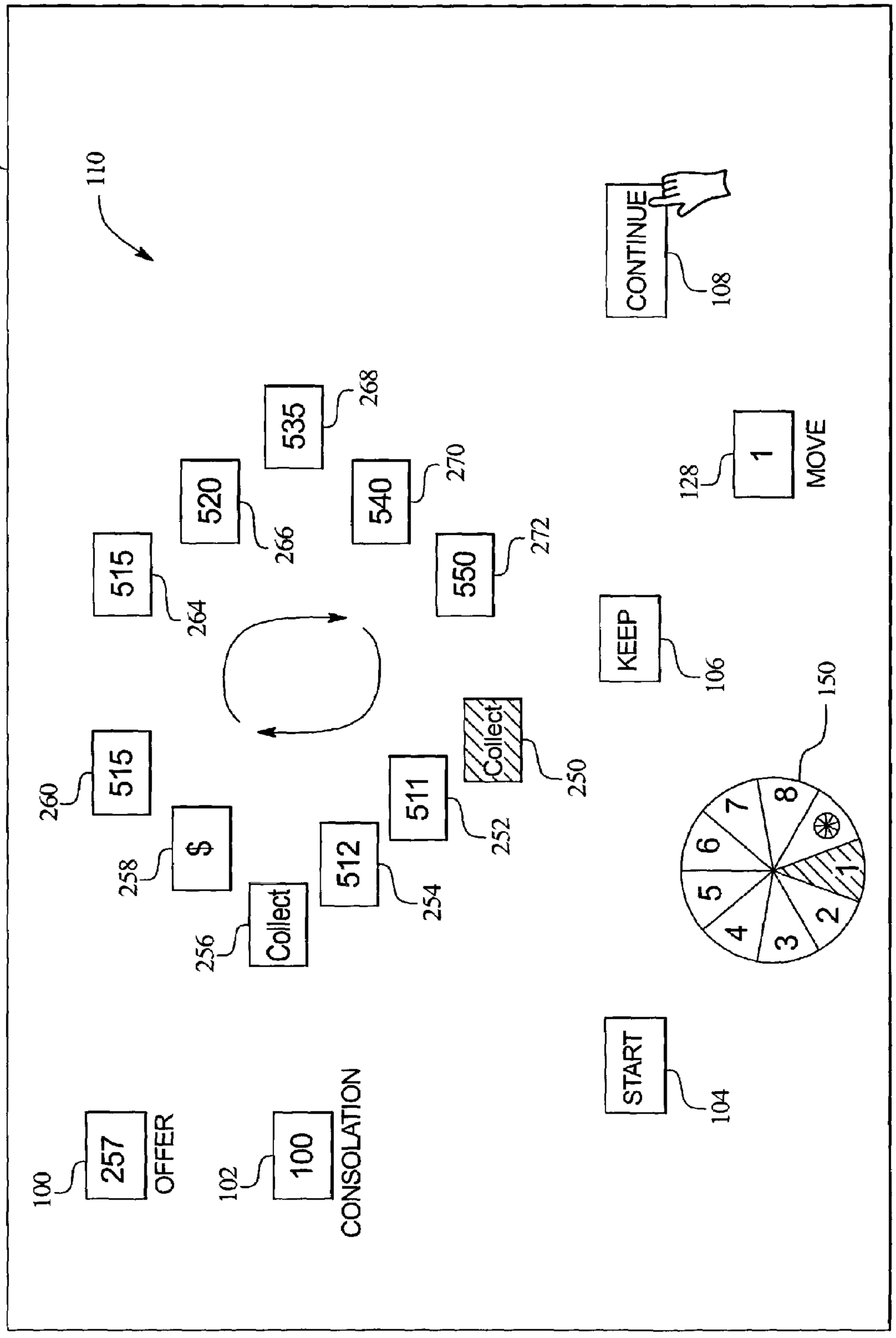

30,32
110
CONTINUE
108
515
264
520
266
535
268
540
270
550
272
515
260
$
258
Collect
256
512
254
511
252
Collect
250
KEEP
106
128
1
MOVE
150
1
2
3
4
5
6
7
8
257
OFFER
100
100
CONSOLATION
102
START
104

FIG. 37

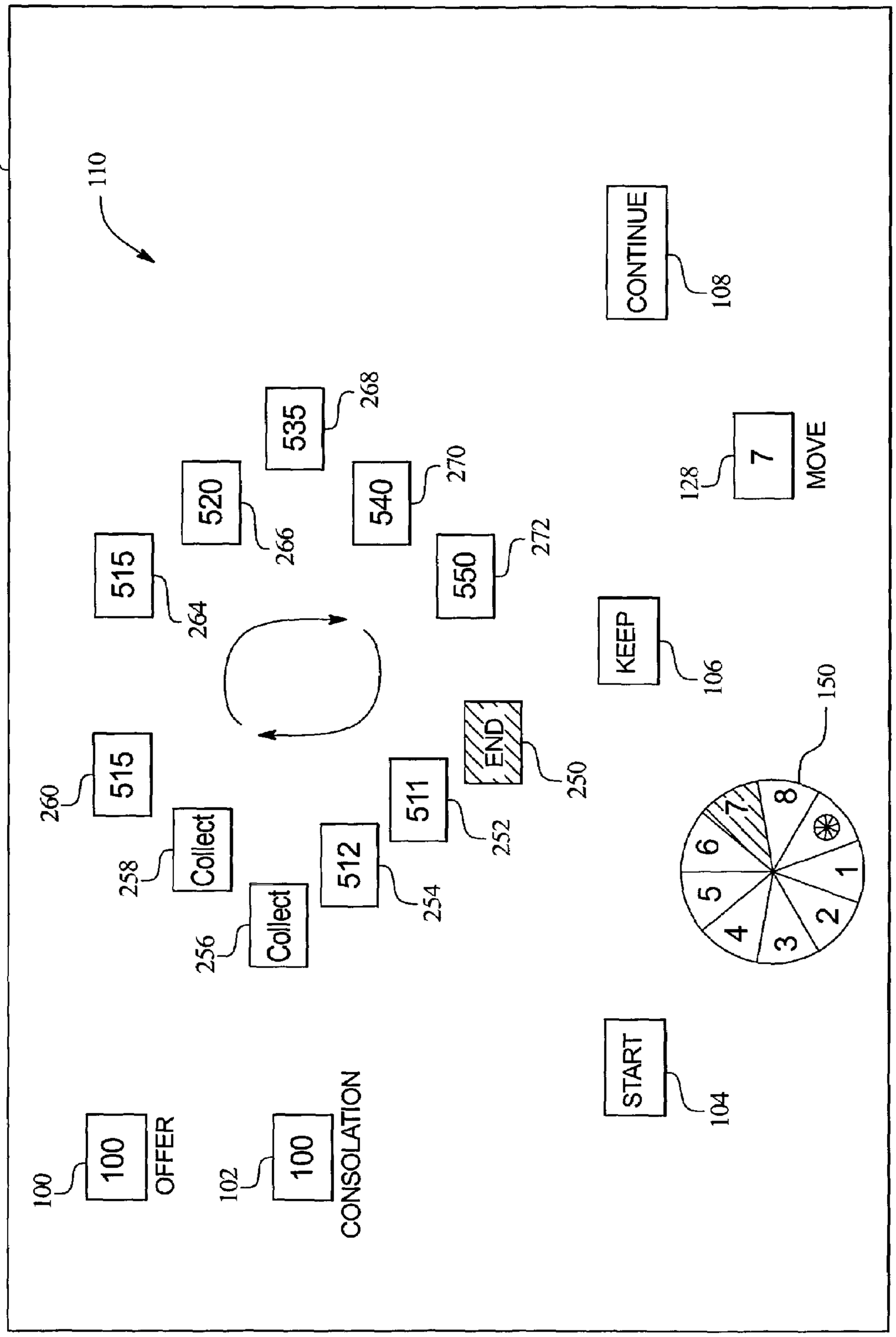

30,32
110
CONTINUE
108
515
264
520
266
535
268
540
270
550
272
515
260
Collect
258
Collect
256
512
254
511
252
END
250
KEEP
106
128
7
MOVE
150
1
2
3
4
5
6
7
8
100
OFFER
100
102
100
CONSOLATION
START
104

FIG. 38

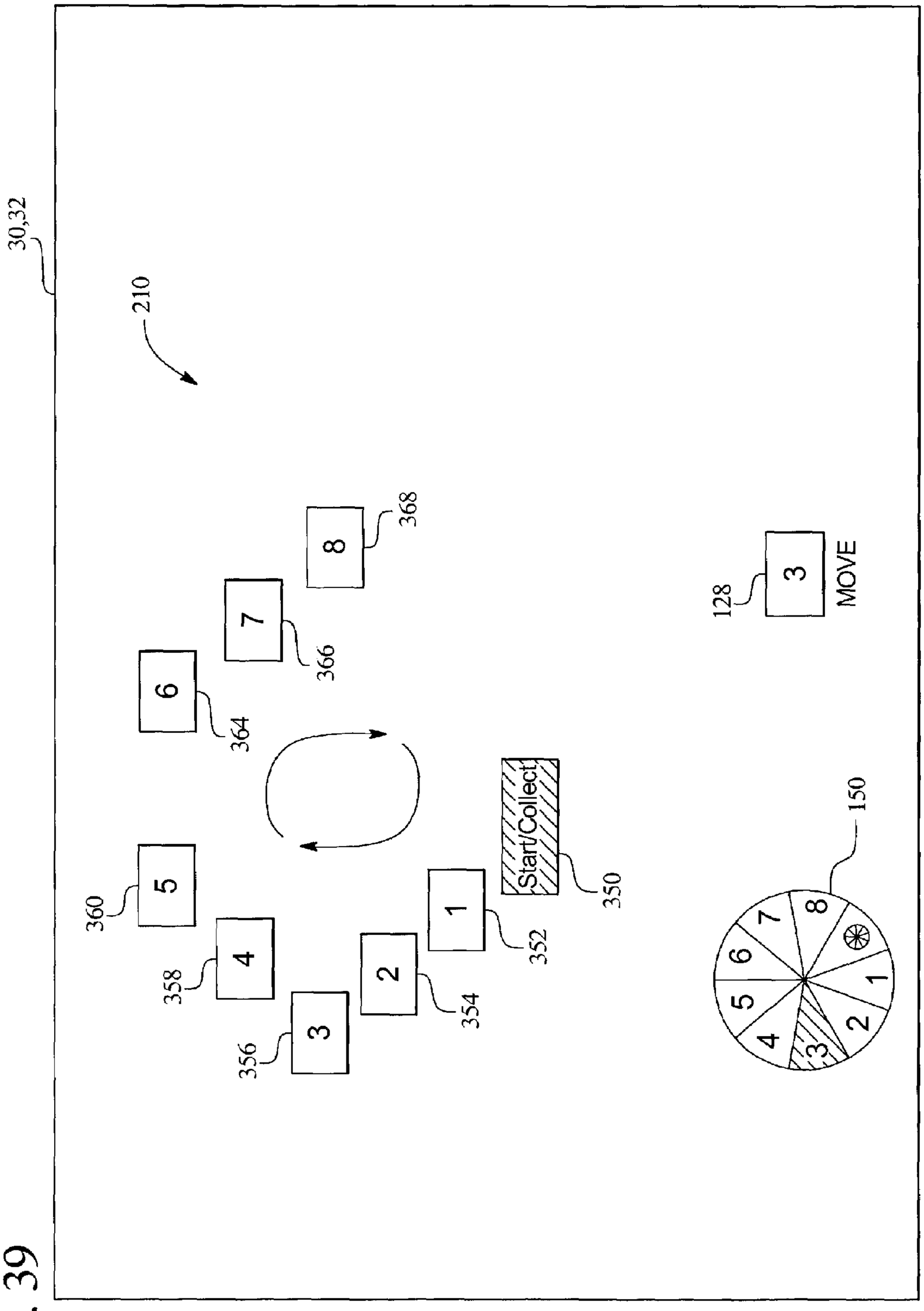

30,32
210
360
5
358
4
356
3
2
354
1
352
Start/Collect
350
6
364
7
366
8
368
128
3
MOVE
150
1
2
3
4
5
6
7
8

FIG. 39

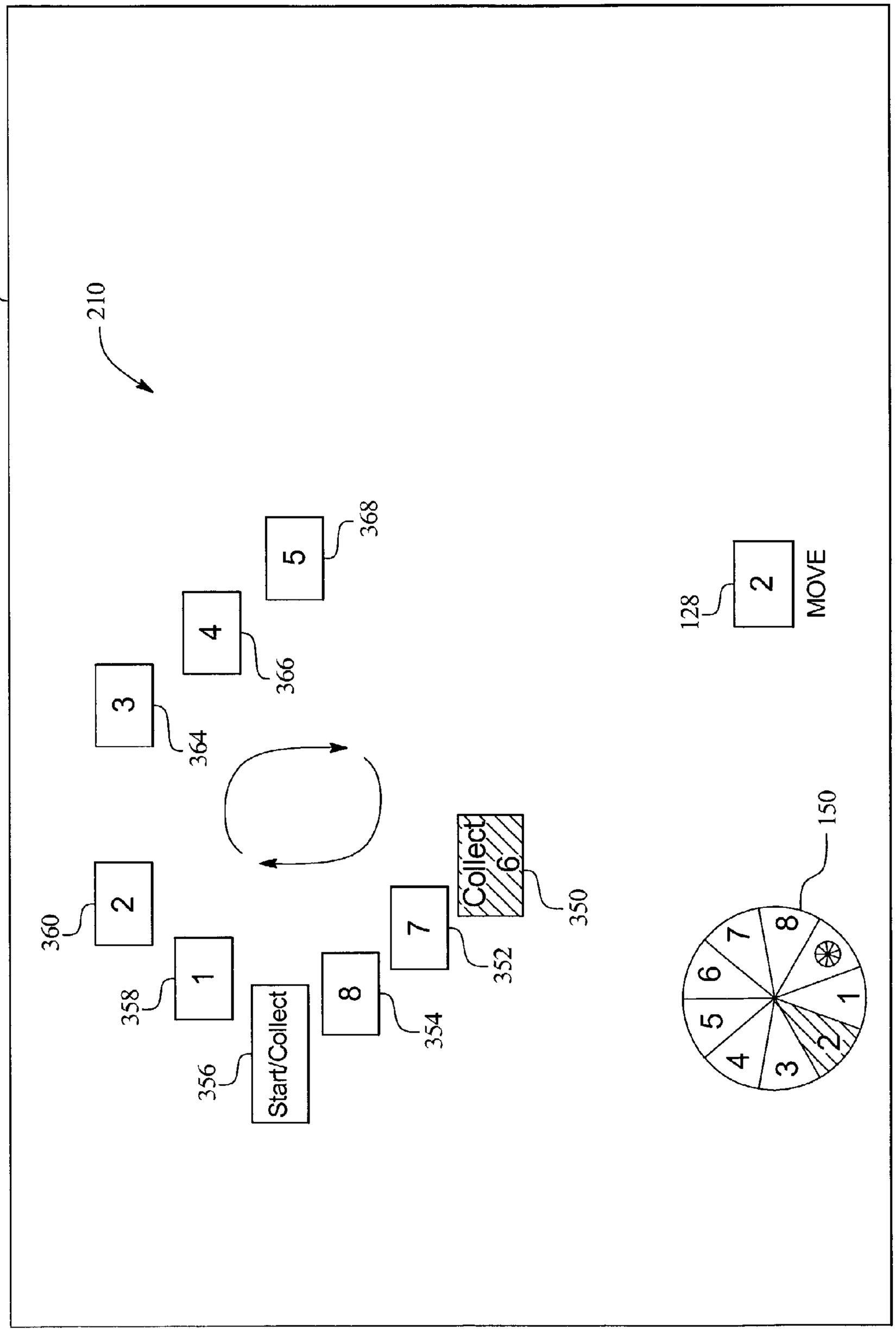

30,32
210
360
2
358
1
Start/Collect
356
8
354
7
352
Collect
6
350
3
364
4
366
5
368
128
2
MOVE
150
8
7
6
5
4
3
2
1

FIG. 40

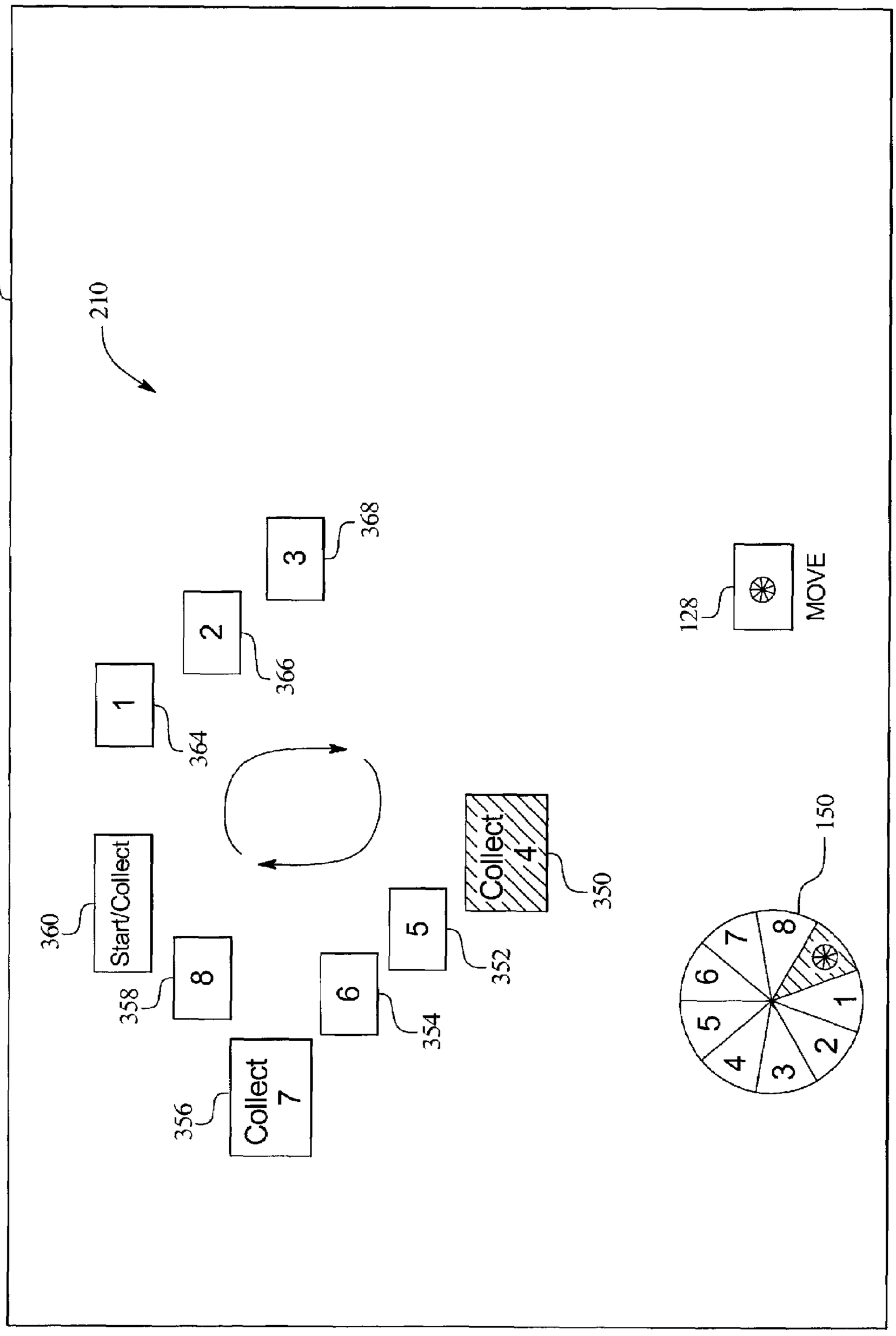

30,32
210
360
Start/Collect
358
8
1
364
2
366
3
368
Collect
4
350
5
352
6
354
Collect
7
356
128
MOVE
150
1
2
3
4
5
6
7
8

FIG. 41

GAMING DEVICE HAVING AN OFFER/ACCEPTANCE GAME WITH MULTI-OFFER SYMBOL

PRIORITY CLAIM

This application is a continuation-in-part and claims the benefit of U.S. patent application Ser. No. 09/966,884, filed Sep. 28, 2001 now U.S. Pat No. 6,942,566.

CROSS REFERENCE TO RELATED APPLICATIONS

This application is related to the following commonly-owned co-pending patent applications: "GAMING DEVICE HAVING SEPARATELY CHANGEABLE VALUE AND MODIFIER BONUS SCHEME," Ser. No. 09/626,045, "GAMING DEVICE HAVING A BONUS ROUND WITH MULTIPLE RANDOM AWARD GENERATION AND MULTIPLE RETURN/RISK SCENARIOS," Ser. No. 09/678,989, "GAMING DEVICE HAVING AN AWARD EXCHANGE BONUS ROUND AND METHOD FOR REVEALING AWARD EXCHANGE POSSIBILITIES," Ser. No. 09/689,510, "GAMING DEVICE HAVING GRADUATING AWARD EXCHANGE SEQUENCE WITH A TEASE CONSOLATION SEQUENCE AND AN INITIAL QUALIFYING SEQUENCE," Ser. No. 09/680,601, "GAMING DEVICE HAVING A DESTINATION PURSUIT BONUS SCHEME WITH ADVANCED AND SETBACK CONDITIONS," Ser. No. 09/686,409, "GAMING DEVICE HAVING VALUE SELECTION BONUS," Ser. No. 09/684,605, "GAMING DEVICE HAVING RISK EVALUATION BONUS ROUND," Ser. No. 09/688,434, "GAMING DEVICE HAVING AN IMPROVED OFFER/ACCEPTANCE BONUS SCHEME," Ser. No. 09/966,884, "GAMING DEVICE HAVING IMPROVED OFFER AND ACCEPTANCE BONUS SCHEME," Ser. No. 09/680,630, "GAMING DEVICE HAVING IMPROVED AWARD OFFER BONUS SCHEME," Ser. No. 09/682,368, "GAMING DEVICE HAVING OFFER AND ACCEPTANCE GAME WITH HIDDEN OFFER," Ser. No. 10/160,688, "GAMING DEVICE HAVING OFFER ACCEPTANCE GAME WITH TERMINATION LIMIT," Ser. No. 09/822,711, "GAMING DEVICE HAVING OFFER/ACCEPTANCE ADVANCE THRESHOLD AND LIMIT BONUS SCHEME" Ser. No. 09/838,014, "GAMING DEVICE HAVING IMPROVED OFFER AND ACCEPTANCE GAME WITH MASKED OFFERS," Ser. No. 10/086,014, "GAMING DEVICE HAVING AN OFFER AND ACCEPTANCE SELECTION BONUS SCHEME WITH A TERMINATOR AND AN ANTI-TERMINATOR," Ser. No. 09/945,082, "GAMING DEVICE HAVING AN AWARD OFFER AND TERMINATION BONUS SCHEME," Ser. No. 09/682,428, "GAMING DEVICE HAVING AN OFFER AND ACCEPTANCE GAME WITH A PLAYER SELECTION FEATURE," Ser. No. 10/086,078, "GAMING DEVICE HAVING OFFER AND ACCEPTANCE GAME WITH A PLURALITY OF AWARD POOLS, A REVEAL FEATURE, AND A MODIFY FEATURE," Ser. No. 10/255,862, "GAMING DEVICE HAVING IMPROVED OFFER AND ACCEPTANCE BONUS SCHEME," Ser. No. 10/074,273, "GAMING DEVICE HAVING AN OFFER/ACCEPTANCE GAME WHEREIN EACH OFFER IS BASED ON A PLURALITY OF INDEPENDENTLY GENERATED EVENTS," Ser. No. 10/244,134, "GAMING DEVICE HAVING A DESTINATION PURSUIT BONUS SCHEME WITH ADVANCED AND SETBACK CONDITIONS,"

Ser. No. 10/288,750, "GAMING DEVICE HAVING IMPROVED AWARD OFFER BONUS SCHEME," Ser. No. 10/290,800, "GAMING DEVICE HAVING VALUE SELECTION BONUS" Ser. No. 10/306,295, "GAMING DEVICE HAVING IMPROVED AWARD OFFER BONUS SCHEME," Ser. No. 10/318,752, and "GAMING DEVICE HAVING VALUE SELECTION BONUS," Ser. No. 10/354,514.

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DESCRIPTION

The present invention relates in general to a gaming device, and more particularly to a gaming device having an improved offer/acceptance bonus scheme, wherein the player sequentially risks achieved offers for higher value offers, and wherein the game adds the value of selected offers to remaining selectable offers.

BACKGROUND OF THE INVENTION

Gaming devices currently exist with games and specifically bonus games in which a player has one or more opportunities to select masked bonus awards from a group of masked awards displayed to the player. When the player selects a masked award, the player receives the value of the award, and the game typically displays a message that the player may continue and enables the player to select another masked award. The player then selects another masked award, and the process continues until the player selects a masked terminator. European Patent Application No. EP 0 945 837 A2 filed on Mar. 18, 1999 and assigned on its face to WMS Gaming, Inc. discloses a bonus scheme of this type.

Gaming machines also currently exist in which the game selects or determines the player's award. PCT application number PCT/AU97/00121 entitled, Slot Machine Game with Roaming Wild Card, published on Sep. 4, 1997, discloses this type of game. This application discloses a slot machine having a video display displaying a plurality of rotatable reels with game symbols. When the player receives a triggering symbol or combination, the game produces a bonus symbol. The bonus symbol moves from game symbol to game symbol temporarily changing the game symbol to a bonus symbol. If the change results in a winning combination, the player receives an award.

In the first known game, the player blindly selects masked awards until selecting the bonus terminator, which is immediately displayed. The player knows nothing about the location of any particular award, and there is no logical incentive to select any particular masked award as opposed to any another masked award. Choosing a masked award also poses no risk to a previously accumulated award. That is, there is no incentive to stop selecting. The only course of action is for the player to continue selecting until the player selects a terminator. The player's involvement in the bonus round and the player's level of enjoyment and excitement from the bonus round is thus limited.

The second known game has even less player interaction. The game completely determines the bonus round award, and the player has no effect on the outcome. The player is a mere observer to the bonus round sequence and participates only by receiving an award. In both games, the player is not prompted to calculate, weigh options, or explore any consequences of any action. To increase player excitement and enjoyment, it is desirable to provide a gaming device, and more specifically a bonus round of a gaming device, which prompts a player to calculate, weigh options and explore the consequences of the player's selection.

Another type of game enables players to accept or decline multiple award offers. TOP DOLLAR™, which is manufactured and distributed by the assignee of this application, provides the player with three offers and a final award. When an offer is given, the player may accept or reject it by pushing an accept button or indicator or a reject button or indicator, respectively. If the player accepts an offer, the player receives the accepted bonus amount and the bonus round terminates. If the player declines an offer, the game generates another offer for the player.

In the known offer/acceptance game, when the player rejects an offer, the player attempts to switch a current or guaranteed award for a higher value award. The game may instead provide a lower award. The game thus creates a risk for the player. The player does not have an opportunity to accumulate awards or offers. Enabling a player to accumulate awards or offers provides excitement and enjoyment to a player. A need therefore exists to provide an offer/acceptance game that enables a player to weigh options and explore the consequences of the player's selection and that enables a player to accumulate the awards or offers.

SUMMARY OF THE INVENTION

The gaming device of the present invention includes an improved offer and acceptance bonus game having a plurality of related sets of potential offers. The game randomly selects an offer to make to the player from a first set of potential or possible offers. The player may accept or reject this offer. If the player rejects the offer from the first set, the game uses that offer to modify at least one, and in one embodiment all, of the other offers in the first set of offers, thereby forming a second set of potential offers. The game then randomly selects an offer to make to the player from the second set of offers, which includes at least one, and in one embodiment all, of the offers modified based on the first offer rejected by the player. Such offers may be modified by adding the rejected offer to the potential offer or may otherwise be modified by changing the offer based on the rejected offer.

As indicated above, in one embodiment, the second set of offers includes each offer in the first set plus the value of the offer made to the player from the first set. In one embodiment, the offer made to the player in the first set is thereafter not included in the second set. Accordingly, the present invention provides for subsequent potential offers made to the player based on modifications of previous offers made to the player and rejected by the player. It should be appreciated that the subsequent offers could alternatively be modified based on a previous offer even if such offer was not made to the player.

One preferred embodiment of the present invention provides a gaming device and specifically a bonus round of a gaming device, in which the offers in the sets of offers are displayed to the player in positions. The player initiates the selection of a randomly generated number. The number determines the number of positions that a position marker will move along an enclosed path. Each time the marker lands upon a previously unmarked position, the game makes an offer to the player which is associated with that position. When the marker lands upon a previously marked or selected position (i.e., a position where an offer was previously made to the player), the game ends.

The game preferably reveals all available offers to the player at all times. The game suitably marks a position after the position marker lands on it and may, but preferably does not, continue to reveal the offer associated with the marked position. The present invention preferably employs a video monitor so that the game displays a simulated enclosed path having simulated positions, reveals and masks offers and marks randomly selected or landed upon positions. Alternatively, the gaming device may employ suitable lights and display meters or other suitable mechanical devices.

The present invention further includes updating or changing the values of the unmarked or unselected positions along the enclosed or functionally circular path. The game preferably changes, and preferably increases or adds to each unmarked or unselected position the value of the offer of a previously selected position. That is, when the game randomly selects an unmarked position, the game provides the player with an offer, wherein the game preferably replaces a previously accrued offer with the offer of the newly selected position. The game also preferably adds the new offer to the offer associated with each and every unselected or unmarked position. Thus, at any given time, each offer bearing position has accumulated each and every offer provided to the player, and the game therefore replaces the potential offers as the game proceeds along the path. It should be appreciated that the game could alternatively use other suitable offer modification methods, such as changing the potential offers based on potential offers not previously made to the player, randomly increasing the offers, and increasing the offers using predetermined amounts.

When the game randomly selects a previously selected or marked position, the game of the present invention preferably ends and provides the player an award that is lower than the offer associated with the previously selected position. Accordingly, the game provides an accept or reject option to the player after each random position selection, so that the player can keep a currently achieved offer and end the game.

The game thus presents the player with an option to keep a currently achieved offer which (as described above) is in an accumulated offer, or continue and risk forfeiting the currently achieved offer. The player determines whether the remaining replacement offers are worth trying for, taking into account the number and relative position of the previously selected offers. The game provides suitable accept or reject selectors that are mechanical or areas of a touch screen video monitor.

The game also preferably maintains a consolation database containing one or more awards, one of which the game provides to the player after the player unsuccessfully tries to upgrade the offer made to the player. That is, when the game randomly selects a marked or previously selected position and the player forfeits the currently achieved offer, the game provides the player with a suitable consolation award. The game maintains a database, which preferably has a value for each turn or attempt at an offer upgrade or increase. In one embodiment, the game displays at least one of the consolation awards to the player, which can also figure into the player's decision to accept an offer or continue and try for an offer upgrade. The consolation awards preferably increase as the player progresses through the bonus round.

Alternatively, the consolation awards may be determined in any suitable manner. For instance, the consolation awards may depend on the probability of landing on a marked position or an increased offer position, or may increase in the order of appearance of the consolation awards.

The game includes any enclosed or functionally circular path having any shape, any number of positions and any suitable method of random generation. In one preferred embodiment, the present invention provides a circular, rectangular or square shaped path having eight to twelve different positions and a random number generator that can generate any number one through six, or one roll of a die. In this embodiment, the game cannot complete the enclosed path upon one random number generation. Alternatively, the game includes generating any maximum position movement desired by the implementor. For instance, the game includes generating any number two through twelve, or one roll of two dice.

As indicated above, the present invention includes alternative embodiments that do not include a path, wherein the game does not randomly select awards based upon any spatial relationship between any two or more offers. Upon generation of an offer, the game updates any previously unselected offer with the generated offer. The alternative embodiment includes a sequentially increasing consolation award, such that when the player generates the same offer for a second time, the game ends and the player receives the consolation award.

The present invention includes a further alternative embodiment that does not include a path, wherein the game does not randomly select offers based upon any spatial relationship between any two or more offers and wherein the game does not include a consolation award. Upon generation of an offer, the game updates any previously unselected offers with the generated offer. The further alternative embodiment does not include a consolation award, such that when the player generates the same offer for a second time, or some other termination occurs, the game ends and the player receives the reselected offer.

In a further embodiment of the present invention, a gaming device and specifically a bonus round of a gaming device is provided wherein the move generator further includes a multi-offer symbol which when randomly generated provides an offer to the player which includes two or more of the offers displayed in the positions. In one embodiment, the number of offer positions included in this multi-offer offer may be related to any two or more of the previously unmarked positions. In a preferred embodiment, the bonus multi-offer offer includes the offers or values associated with all the ungenerated positions between the previous position and the next terminator position, moving in a defined direction along the path of display positions. If there are no ungenerated spaces between the previous position and the next terminator position, the multi-offer offer provided to the player may be the previous offer or, alternatively, a consolation offer or award. If there are no terminator positions, then the offer will be the sum of all of the ungenerated positions on the display device. This embodiment preferably contains one or more terminator positions interspersed between the offer containing positions, which serve as markers for determining the award offered when the multi-offer symbol is generated by the move generator. Alternatively, any terminator or previously selected position may serve as such a terminator or marker.

It should also be appreciated that the game could provide a limited number of movements and that the path could be functionally linear so that the player could only play through the path once. In this embodiment, certain positions could be consolation awards or even terminators instead of accumulating offers.

It is therefore an advantage of the present invention to provide a gaming device having an improved offer/acceptance bonus game, wherein the player sequentially risks increasingly higher achieved offers for increasingly higher offers.

Another advantage of the present invention is to provide a gaming device having an improved offer/acceptance bonus game, wherein the game adds the value of selected offers to remaining selectable offers.

A further advantage of the present invention is to provide an enclosed path offer/acceptance bonus game.

Yet another advantage of the present invention is to provide an improved offer/acceptance bonus game, wherein the game provides sequentially increasing consolation awards.

Other objects, features and advantages of the invention will be apparent from the following detailed disclosure, taken in conjunction with the accompanying sheets of drawings, wherein like numerals refer to like parts, elements, components, steps and processes.

BRIEF DESCRIPTION OF THE DRAWINGS

FIG. **1**A is a front-side perspective view of one embodiment of the gaming device of the present invention.

FIG. **1**B is a front-side perspective view of another embodiment of the gaming device of the present invention.

FIG. **2** is a schematic block diagram of the electronic configuration of one embodiment of the gaming device of the present invention.

FIG. **3** is a front plan view of a display device illustrating an offer/acceptance path of one preferred embodiment of the present invention.

FIG. **4** is a table illustrating one possible method for initially supplying offers for one embodiment of the present invention.

FIG. **5** is a table illustrating one possible method for supplying consolation award values for one embodiment of the present invention.

FIG. **6** is a table illustrating one possible method for supplying a randomly generated number of position moves along a path of one embodiment of the present invention.

FIG. **7** is a flow diagram of the method of the preferred embodiment of the present invention.

FIGS. **7**A and **7**B are flow diagrams depicting the method of an alternative embodiment of the present invention.

FIGS. **8** to **12** are front plan views of a display device illustrating example movements along the path of the preferred embodiment of the present invention, wherein the game adds an offer associated with a randomly selected or landed upon position to the remaining unselected offers.

FIGS. **13** to **17** are front plan views of a display device illustrating an alternative embodiment of the present invention having movement along a path, wherein the game multiplies a randomly selected or landed upon offer by the remaining unselected offers.

FIG. **18** is a front elevational view of a display device illustrating an alternative embodiment of the present invention having an alternative path.

FIG. **19** is a front elevational view of a display device illustrating an alternative embodiment of the present invention, wherein the game randomly generates offers without respect to a path or spatial relationship between the award displays.

FIG. **20** is a front elevational view of a display device illustrating an alternative embodiment of the present invention, wherein the game randomly generates offers without respect to a path or spatial relationship between the offer displays, and wherein the game includes awarding a reselected offer rather than a consolation award.

FIG. **21** is a front plan view of a display device illustrating an offer/acceptance path of an alternative embodiment of the present invention.

FIG. **22** is a table illustrating one possible method for initially supplying offers in the alternative embodiment of FIG. **21**.

FIG. **23** is a table illustrating one possible method for supplying consolation award values in the alternative embodiment of FIG. **21**.

FIG. **24** is a table illustrating one possible method for supplying a randomly generated number of position moves along a path in the alternative embodiment of FIG. **21**.

FIGS. **25** to **29** are front plan views of a display device illustrating example movements along the path of an alternative embodiment of the present inventions, wherein the move generator includes a multi-offer symbol and the game adds an offer associated with a randomly selected or landed upon position to the remaining unselected offers.

FIGS. **30** to **33** are front plan views of a display device illustrating an alternative embodiment of the present invention, having movement along a path, wherein the move generator includes a multi-offer symbol and wherein the game multiplies a randomly selected or landed upon offer by the remaining unselected offers.

FIGS. **34** to **38** are front plan views of a display device illustrating an alternative embodiment of the present invention, having movement along a path, wherein the move generator includes a multi-offer symbol and wherein the game display does not contain any initial terminator positions.

FIGS. **38** to **41** are front plan views of a display device illustrating a further alternative embodiment of the present invention, having movement along a path, wherein the move generator includes a multi-award symbol.

DETAILED DESCRIPTION OF THE INVENTION

Gaming Device and Electronics

Referring now to the drawings, two embodiments of the gaming device of the present invention are illustrated in FIGS. **1**A and **1**B as gaming device **10***a* and gaming device **10***b*, respectively. Gaming device **10***a* and/or gaming device **10***b* are generally referred to herein as gaming device **10**. Gaming device **10** is in one embodiment a slot machine having the controls, displays and features of a conventional slot machine. It is constructed so that a player can operate it while standing or sitting, and gaming device **10** is preferably mounted on a console. However, it should be appreciated that gaming device **10** can be constructed as a pub-style table-top game (not shown) which a player can operate preferably while sitting. Furthermore, gaming device **10** can be constructed with varying cabinet and display designs, as illustrated by the designs shown in FIGS. **1**A and **1**B. Gaming device **10** can also be implemented as a program code stored in a detachable cartridge for operating a hand-held video game device. Also, gaming device **10** can be implemented as a program code stored on a disk or other memory device which a player can use in a desktop or laptop personal computer or other computerized platform.

Gaming device **10** can incorporate any primary game such as slot, poker or keno, any of their bonus triggering events and any of their bonus round games. The symbols and indicia used on and in gaming device **10** may be in mechanical, electrical or video form.

As illustrated in FIGS. **1**A and **1**B, gaming device **10** includes a coin slot **12** and bill acceptor **14** where the player inserts money, coins or tokens. The player can place coins in the coin slot **12** or paper money or a ticket voucher in the bill acceptor **14**. Other devices could be used for accepting payment such as readers or validators for credit cards or debit cards. When a player inserts money in gaming device **10**, a number of credits corresponding to the amount deposited is shown in a credit display **16**. After depositing the appropriate amount of money, a player can begin the game by pulling arm **18** or pushing play button **20**. Play button **20** can be any play activator used by the player, which starts any game or sequence of events in the gaming device.

As shown in FIGS. **1**A and **1**B, gaming device **10** also includes a bet display **22** and a bet one button **24**. The player places a bet by pushing the bet one button **24**. The player can increase the bet by one credit each time the player pushes the bet one button **24**. When the player pushes the bet one button **24**, the number of credits shown in the credit display **16** decreases by one, and the number of credits shown in the bet display **22** increases by one.

A player may cash out and thereby receive a number of coins corresponding to the number of remaining credits by pushing a cash out button **26**. When the player cashes out, the player receives the coins in a coin payout tray **28**. The gaming device **10** may employ other payout mechanisms such as credit vouchers redeemable by a cashier or electronically recordable cards, which keep track of the player's credits.

Gaming device **10** also includes one or more display devices. The embodiment shown in FIG. **1**A includes a central display device **30**, and the alternative embodiment shown in FIG. **1**B includes a central display device **30** as well as an upper display device **32**. Gaming device **10** preferably displays a plurality of reels **34**, preferably three to five reels **34** in mechanical or video form at one or more of the display devices. However, it should be appreciated that the display devices can display any visual representation or exhibition, including but not limited to movement of physical objects such as mechanical reels and wheels, dynamic lighting and video images. A display device can be any viewing surface such as glass, a video monitor or screen, a liquid crystal display or any other static or dynamic display mechanism. If the reels **34** are in video form, the display device for the video reels **34** is preferably a video monitor.

Each reel **34** displays a plurality of indicia such as bells, hearts, fruits, numbers, letters, bars or other images which preferably correspond to a theme associated with the gaming device **10**. Furthermore, gaming device **10** preferably includes speakers **36** for making sounds or playing music.

As illustrated in FIG. **2**, the general electronic configuration of gaming device **10** preferably includes: a processor **38**; a memory device **40** for storing program code or other data; a central display device **30**; an upper display device **32**; a sound card **42**; a plurality of speakers **36**; and one or more input devices **44**. The processor **38** is preferably a microprocessor or microcontroller-based platform which is capable of displaying images, symbols and other indicia such as images of people, characters, places, things and faces of cards. The memory device **40** can include random access memory (RAM) **46** for storing event data or other data generated or used during a particular game. The

memory device **40** can also include read only memory (ROM) **48** for storing program code which controls the gaming device **10** so that it plays a particular game in accordance with applicable game rules and pay tables.

As illustrated in FIG. **2**, the player preferably uses the input devices **44**, such as pull arm **18**, play button **20**, the bet one button **24** and the cash out button **26** to input signals into gaming device **10**. In certain instances it is preferable to use a touch screen **50** and an associated touch screen controller **52** instead of a conventional video monitor display device. Touch screen **50** and touch screen controller **52** are connected to a video controller **54** and processor **38**. A player can make decisions and input signals into the gaming device **10** by touching touch screen **50** at the appropriate places. As further illustrated in FIG. **2**, the processor **38** can be connected to coin slot **12** or bill acceptor **14**. The processor **38** can be programmed to require a player to deposit a certain amount of money in order to start the game.

It should be appreciated that although a processor **38** and memory device **40** are preferable implementations of the present invention, the present invention can also be implemented using one or more application-specific integrated circuits (ASIC's) or other hard-wired devices, or using mechanical devices (collectively or alternatively referred to herein as a "processor"). Furthermore, although the processor **38** and memory device **40** preferably reside on each gaming device **10** unit, it is possible to provide some or all of their functions at a central location such as a network server for communication to a playing station such as over a local area network (LAN), wide area network (WAN), Internet connection, microwave link, and the like. The processor **38** and memory device **40** is generally referred to herein as the "computer" or the "controller."

With reference to FIGS. **1**A, **1**B and **2**, to operate the gaming device **10** in one embodiment the player must insert the appropriate amount of money or tokens at coin slot **12** or bill acceptor **14** and then pull the arm **18** or push the play button **20**. The reels **34** will then begin to spin. Eventually, the reels **34** will come to a stop. As long as the player has credits remaining, the player can spin the reels **34** again. Depending upon where the reels **34** stop, the player may or may not win additional credits.

In addition to winning credits in this manner, preferably gaming device **10** also gives players the opportunity to win credits in a bonus round. This type of gaming device **10** will include a program which will automatically begin a bonus round when the player has achieved a qualifying condition in the game. This qualifying condition can be a particular arrangement of indicia on a display device. The gaming device **10** preferably uses a video-based central display device **30** to enable the player to play the bonus round. Preferably, the qualifying condition is a predetermined combination of indicia appearing on a plurality of reels **34**. As illustrated in the five reel slot game shown in FIGS. **1**A and **1**B, the qualifying condition could be the number seven appearing on three adjacent reels **34** along a payline **56**. It should be appreciated that the present invention can include one or more paylines, such as payline **56**, wherein the paylines can be horizontal, diagonal or any combination thereof.

Displays and Tables

Referring now to FIG. **3**, the display device **30** or **32** illustrating one preferred embodiment of the present invention, includes an offer display or indicator **100**, a consolation award display or indicator **102**, a start button or selector **104**, an accept or keep button or selector **106**, a reject or continue button or selector **108**, and a path **110** having eight different positions **112** through **126**. It should be appreciated that the path may be square (as shown), rectangular, triangular, oval, circular or any other suitable shape. It should also be appreciated that the path is preferably enclosed, continuous or functionally cylindrical. A potential offer associated with each position is displayed in the position, although it should be appreciated that the potential offers could be masked. The game includes a position move indicator **128** which displays the currently generated number of position moves along the path **110**.

The display device preferably includes a touch screen **50** and an associated touch screen controller **52** (FIG. **2**). Each of the selectors **104**, **106** and **108** on the display device is thus preferably a player selectable area, which sends a unique input signal to the controller of the gaming device of the present invention. Alternatively, the present invention contemplates providing one or more front panel mountable input devices **33** illustrated schematically in FIG. **2**, which are well known in the art, and which enable a player to play the game of the present invention.

Referring now to FIG. **4**, the preferred embodiment of the game includes a table **130** of initial offer values. The award table **130** includes sequentially increasing offer values displayed in positions **114** to **126** of FIG. **3**. The present invention contemplates maintaining a plurality of tables, such as offer table **130**, that have different offer value distributions, wherein the game randomly selects one of the tables whenever the game of the present invention is invoked. The game can alternatively weight or attach different probabilities to the tables (not illustrated).

The offers employed in the game preferably sequentially increase in value as illustrated in offer table **130** and in the clockwise manner on the path **110** of FIG. **3**. As described below, the offers on the path **110** represent potential offers that the player receives by landing on a position displaying the offer. The game displays the accumulated offer in the offer indicator **100**. The offers displayed clockwise along the path **110** do not have to sequentially increase and can alternate in value or maintain any relative value distribution desired by the implementor. The implementor can also include any desired values, which can correspond to numbers of game credits, multiplier numbers, numbers corresponding to an amount of selections from a prize pool, or any other item of actual or potential value to the player.

Referring now to FIG. **5**, the consolation table **132** illustrates one possible method for supplying consolation award values to the game. The consolation table **132** includes sequentially increasing consolation award values, one of which the game preferably displays in the consolation award indicator **102** of FIG. **3**. The present invention contemplates maintaining a plurality of tables, such as consolation table **132** that have different consolation award distributions, wherein the game randomly selects one of the tables whenever the game of the present invention is invoked. The game can alternatively weight or attach different probabilities to the tables (not illustrated).

The consolation awards preferably sequentially increase in value as illustrated in the consolation table **132**. The consolation awards do not have to sequentially increase and can alternate in value or maintain any relative value distribution desired by the implementor. The implementor can also include any desired consolation award values, which preferably correspond to the same type of item of value, i.e., game credits, multiplier, etc. to which the offers of the offer table **130** of FIG. **4** correspond.

Referring now to FIG. **6**, the move table **134** illustrates one method for supplying a randomly generated number of position moves along the path **110** of FIG. **3**. The move table **134** includes a sequentially increasing number of position moves, one of which the game randomly generates when the player plays the game as described in detail below. The game can alternatively weight or attach different probabilities to the position move numbers (not illustrated).

The move table **134** includes the numbers one through six, wherein the game simulates the roll of a die by randomly generating one of the numbers. The game can alternatively include a position move table with the numbers two through twelve (not illustrated), wherein the game simulates the random roll of two dice. The game can include any move number distribution such as the distribution illustrated in the move table **134**. The present invention also contemplates maintaining a plurality of tables, wherein the game randomly selects one of the tables whenever the game of the present invention is invoked. The game can alternatively weight or attach different probabilities to the tables (not illustrated).

Operation

Referring now also to FIG. **7**, upon a sequence triggering event, as indicated by oval **152**, the game, as indicated by block **154**: (i) displays a game screen, such as the screen of FIG. **3**; (ii) sets a starting position of the position maker, such as the position **112** of FIG. **3**; and (iii) enables the player to randomly generate a first move number, such as enabling the player to select the start selector **104**. As described with respect to FIGS. **1**A and **1**B, the sequence triggering event, in a bonus game embodiment, can be a certain symbol or combination of symbols appearing on a payline **56**. The sequence triggering event, in a stand-alone embodiment, can be the deposit of an appropriate amount of money.

The game moves the position marker a number of positions generated by the game, as indicated by block **156**. The game determines whether the newly generated position has previously been selected or landed upon, as indicated by diamond **158**. If the newly generated position has previously been selected or landed upon, the game provides the player with a consolation award, as indicated by the block **160**. In a stand-alone embodiment, the consolation award can be zero or less than the amount necessary to initiate the sequence.

If the newly generated position has not previously been selected or landed upon, the game: (i) provides the selected or landed upon offer; (ii) updates the remaining offers; and (iii) generates a new consolation award, as indicated by block **162**. The present invention contemplates a plurality of update methods as discussed below. Afterward, the game determines whether an unselected offer exists, as indicated by diamond **164**.

If another unselected offer does not exist, the game provides the currently achieved offer to the player, as indicated by block **166**. After the game provides the player with a consolation award, as indicated by block **160**, or provides the currently achieved award to the player, as indicated by block **166**, the sequence of the present invention ends.

If another unselected offer does exist, the game awaits the receipt of an input from the player to accept or keep the offer or to reject the offer to try for a larger offer, as indicated by diamond **170**. When the player inputs a decision to accept or keep a currently achieved offer, the game provides the currently achieved offer to the player, as indicated by block **166**. If another unselected offer exists, the game also awaits the receipt of an input from the player to reject an offer and risk a currently achieved offer to try for an offer upgrade, as indicated by diamond **172**. If the player does not input either a decision to accept or keep an offer, or reject an offer and risk an offer, the game prompts the player to make a decision, as indicated by the block **174**, and resets the decision loop.

When the player inputs a decision to reject an offer and risk a currently achieved offer to try for an offer upgrade, as indicated by a positive response to diamond **172**, the game randomly generates a new position move number, as indicated by the block **176** and moves the number of positions generated by the game, as indicated by the block **156**. The game thus continues the loop initiated when the gaming device moves the selected number of positions, as indicated by the block **156**, until providing the player with a consolation award or a currently achieved offer.

Turning now to FIGS. **7**A and **7**B, a flow diagram for an alternative embodiment of the present invention is shown which includes a multi-offer function in the move table which enables a player to receive a multi-offer offer which includes the offers associated with more than one position on the game display. Similar to the diagram described above in relation to FIG. **7**, the game is initiated upon a sequence triggering event **152** and the game, as indicated by block **154**: (i) displays a game screen, such as the screen of FIG. **21**; (ii) sets a starting position of the position marker, such as the position **250** of FIG. **21**; and (iii) enables the player to randomly generate a first move number, such as enabling the player to select the start selector **104**. Next, the game determines if a terminator or "collect" position is generated as illustrated in diamond **155**. If a terminator or collect position is generated, the game will end as illustrated by block **159**. The game may at this point offer the player a consolation award. If a terminator is not selected, the game determines if the multi-offer symbol is generated as illustrated in diamond **157**. If the multi-offer symbol is generated, the game next determines as illustrated by diamond **161** if there are any remaining terminator or collect positions. If there are no terminator or collect positions, then the offer presented to the player is the sum of all remaining offer positions on the display device **165**. If there is a terminator or collect position on the display device, then the multi-offer offer will be the sum of the values from the last player position to the next collect, as illustrated in block as illustrated in block **163**. If there are no display positions between the prior position and the next terminator or collect position, then the offer will be the amount of the preceding offer (see block **163**). After making an offer to the player as illustrated in blocks **163** and **165**, the game generates a consolation award and determines whether there is an unselected offer in block **164**. If there is not another unselected offer, then the game will provide the player with an award **166**, and end the sequence **168**. If there are other unselected offers, then similar to the loop described above with reference to FIG. **7**, the game determines whether the player would like to keep the multi-offer offer **170**, or risk the multi-offer offer to try for an upgraded offer **172**. If the player chooses to keep the multi-offer offer, the game provides the multi-offer offer **166** to the player and the sequence ends **168**. If the player chooses instead to reject the multi-offer offer, then a new move number will be generated **176** and the sequence begins again at block **155**. Referring back now to block **157**, if the

player does not obtain the multi-offer symbol then the game sequence proceeds as described in relation to FIG. **7** starting with block **156**.

Updating Remaining Offers

Two examples of the present invention illustrate the offer update function of the present invention. Referring now to FIG. **8**, an enlarged front plan view of a display device **30** or **32** illustrates a first display of a preferred offer update embodiment, wherein the game adds a randomly selected or landed upon offer to the remaining unselected offers. Upon a sequence triggering event, one of the displays **30** or **32** shows the player that no offers exist in the offer indicator **100**. The game has yet to generate a consolation award displayed in the consolation award indicator **102**. The player has yet to input a decision enabling the game to generate a position move number, as indicated by the move indicator **128**.

The displays **30** or **32** show that the game retrieves offers, e.g., from the offer table **130** of FIG. **4**, and sequentially, increasingly displays the offers in the positions **114** through **126**. The game selects and displays that the player starts from the position **112** and travels clockwise around the path **110**. Initially, the game preferably enables the player to select the start selector **104** and not the offer/acceptance selectors, i.e., the keep selector **106** or the continue selector **108**. Accordingly, the player in this example selects the start selector **104**.

In a bonus round embodiment, the game preferably includes a move table, such as the move table **134** of FIG. **6**, so that the player is guaranteed an offer. That is, even a maximum of six moves from the move table **134** does not return the player to the start position **112**, which ends the sequence of the present invention. The game guarantees that the player lands on and receives an offer from one of the positions **114** through **124**. In a stand-alone embodiment, the game alternatively, preferably enables the player to return to the start position **112**, which ends the sequence of the present invention. In a stand-alone embodiment, the game preferably includes a position move table with numbers such as two through twelve, wherein the game simulates the random roll of two dice and enables the game to end upon an initial move.

Referring now to FIG. **9**, an enlarged front plan view of a display device **30** or **32** illustrates a second display of a preferred offer update embodiment, wherein the game adds a randomly selected or landed upon offer of three credits to the remaining unselected offers. As illustrated by the move indicator **128**, when the player selects the start selector **104** (in FIG. **8**), the game randomly generates a move of one position, e.g., by randomly selecting the number one from the move table **134** of FIG. **6**. The game moves a marker **136**, shown here as a "$," from the start position **112** one position to the position **114**. The game offers the player the three credits previously displayed (in FIG. **8**) by the position **114**, as displayed in the offer indicator **100**, and adds the three credits (i.e., the offer) to the remaining unselected selectors as illustrated in FIG. **9**. The game also recalls a consolation award of five, e.g., from the consolation table **130** of FIG. **5**, and displays the five credits in the consolation award indicator **102**.

In the preferred embodiment of the present invention, the game structures the offer table **130** and consolation award table **132** such that the game, in certain instances, produces a higher consolation award than game offer. In such a case, the player's obvious next step is to risk the currently achieved offer. The game may alternatively structure the offer table **130** and consolation award table **132**, such that the currently achieved offer always exceeds the consolation award.

The game enables the offer/acceptance aspect of the present invention. That is, the player can accept or keep the currently achieved three credits (i.e., the offer) by selecting the keep selector **106**. The player can alternatively reject the offer and risk the three credits for one of the upgrades in the remaining positions **116** through **126**. If the player rejects the offer, by selecting the continue selector **108**, and lands on either of the spent or marked positions **112** or **114**, the game ends and the player receives the consolation award. In this example, the player rejects the offer and selects the continue selector **108**, as illustrated.

Referring now to FIG. **10**, an enlarged front plan view of a display device **30** or **32** illustrates a third display of a preferred offer update embodiment, wherein the game adds a randomly selected or landed upon offer of eight credits to the remaining unselected offers. As illustrated by the move indicator **128**, when the player selects the continue selector **108** (in FIG. **9**), the game randomly generates a move of two positions, e.g., by randomly selecting the number two from the move table **134** of FIG. **6**. The game moves a marker **136**, the $, from the previous position **114** two positions to the position **118**. The game offers the player the eight credits previously displayed (in FIG. **9**) by the position **118**, as displayed in the offer indicator **100**, and adds the eight credits to each of the remaining unselected positions. The game also retrieves a new consolation award of ten from the consolation table **130** of FIG. **5**, and displays the ten credits in the consolation award indicator **102**.

The game enables the offer/acceptance aspect of the present invention, wherein the player can accept or keep the currently achieved eight credits (i.e., the offer) by selecting the keep selector **106**. The player can alternatively reject the offer and risk the eight credits for one of the offer upgrades in the remaining positions **116** and **120** through **126**. If the player rejects the offer, by selecting the continue selector **108**, and lands on any of the spent positions **112**, **114** or **118**, the game ends and the player receives the consolation award. In this example, the player again rejects the offer and selects the continue selector **108**, as illustrated.

Referring now to FIG. **11**, an enlarged front plan view of a display device **30** or **32** illustrates a fourth display of a preferred offer update embodiment, wherein the game adds a randomly selected or landed upon offer of thirty-six credits to the remaining unselected offers. As illustrated by the move indicator **128**, when the player selects the continue selector **108** (in FIG. **10**), the game again randomly generates a move of two positions, e.g., by randomly selecting the number two from the move table **134** of FIG. **6**. The game moves a marker **136**, the $, from the previous position **118** two positions to the position **122**. The game offers the player the thirty-six credits previously displayed (in FIG. **10**) by the position **122**, as displayed in the offer indicator **100**, and adds the thirty-six credits to each of the remaining unselected positions or offers. The game also retrieves a new consolation award of twenty, e.g., from the consolation table **130** of FIG. **5**, and displays the twenty credits in the consolation award indicator **102**.

The game enables the offer/acceptance aspect of the present invention, wherein the player can accept or keep the currently achieved thirty-six (i.e., the offer) credits by selecting the keep selector **106**. The player can alternatively reject the offer and risk the thirty-six credits for one of the offer upgrades in the remaining positions **116**, **120**, **124** and **126**.

If the player continues, by selecting the continue selector **108**, and lands on any of the spent positions **112**, **114**, **118** or **122**, the game ends and the player receives the consolation award. In this example, the player again rejects the offer and selects the continue selector **108**, as illustrated.

Referring now to FIG. **12**, an enlarged front plan view of a display device **30** or **32** illustrates a fifth and final display of a preferred offer update embodiment, wherein the game awards a consolation award of twenty credits when the game generates a move to a previously selected position. As illustrated by the move indicator **128**, when the player selects the continue selector **108** (in FIG. **11**), the game randomly generates a move of six positions, e.g., by randomly selecting the number six from the move table **134** of FIG. **6**. The game moves a marker **136**, the $, from the previous position **122** six positions to the previously selected position **118**. The game provides the player with the consolation award because the player has risked a current award of thirty-six credits and inputted a decision that generates a game ending move number. The example illustrates that the game displays the consolation award in offer indicator **100** as well as the consolation award indicator **102**. The game employs any suitable method to indicate that the game has ended and the value of the player's award.

Referring now to FIG. **13**, an enlarged front plan view of a display device **30** or **32** illustrates a first display of an alternative offer update embodiment, wherein the game multiplies a randomly selected or landed upon offer by the remaining unselected awards. The alternative embodiment otherwise operates as described in the addition embodiment of FIGS. **8** through **12**.

Upon a sequence triggering event, one of the displays **30** or **32** shows the player that no offers exist in the offer indicator **100**. The game has yet to generate a consolation award in the consolation award indicator **102**. The player has yet to input a decision enabling the game to generate a position move number, as indicated by the move indicator **128**. The displays **30** or **32** show that the present invention retrieves the offers one, two, two, three, three, four and four from an offer table and sequentially, increasingly displays the offers in the positions **114** through **126**, respectively. The game selects and displays that the player starts from the position **112** and travels clockwise around the path **110**. Initially, the game preferably enables the player to select the start selector **104** and not the offer/acceptance selectors, i.e., the keep selector **106** or the continue selector **108**. Accordingly, the player in this example selects the start selector **104**.

Referring now to FIG. **14**, an enlarged front elevational view of a display device **30** or **32** illustrates a second display of an alternative offer update embodiment. After selecting the start selector **104**, the game: (i) randomly generates a one position move as indicated by the move indicator **128**; (ii) offers the player the one credit previously displayed in the position **114** as indicated by the offer indicator **100**; (iii) multiplies the one credit by the remaining unselected offers of the positions **116** though **126**; (iv) randomly generates a consolation award of two credits and displays such in the consolation award display **102**; and (v) enables the player to accept or keep the achieved offer or risk the offer for an upgrade. In this example, the player rejects the offer and selects the continue selector **108**, as illustrated.

Referring now to FIG. **15**, an enlarged front elevational view of a display device **30** or **32** illustrates a third display of an alternative offer update embodiment. After selecting the continue selector **108**, the game: (i) randomly generates a two position move as indicated by the move indicator **128**; (ii) offers the player the two credits previously displayed in the position **118** as indicated by the offer indicator **100**; (iii) multiplies the two credits by the remaining unselected offers of the positions **116**, and **120** though **126**; (iv) randomly generates a consolation award of three credits and displays such in the consolation award display **102**; and (v) enables the player to accept or keep the achieved offer or risk the offer for an upgrade. In this example, the player rejects the offer and selects the continue selector **108**, as illustrated.

Referring now to FIG. **16**, an enlarged front elevational view of a display device **30** or **32** illustrates a fourth display of an alternative offer update embodiment. After selecting the continue selector **108**, the game: (i) randomly generates a two position move as indicated by the move indicator **128**; (ii) offers the player the six credits previously displayed in the position **122** as indicated by the offer indicator **100**; (iii) multiplies the six offer by the remaining unselected offer of the positions **116**, **120**, **124** and **126**; (iv) randomly generates a consolation award of five credits and displays such in the consolation award display **102**; and (v) enables the player to accept or keep the achieved offer or risk the offer for an upgrade. In this example, the player rejects the offer and selects the continue selector **108**, as illustrated.

Referring now to FIG. **17**, an enlarged front elevational view of a display device **30** or **32** illustrates a fifth and final display of an alternative offer update embodiment. After selecting the continue selector **108**, the game randomly generates a six position move as indicated by the move indicator **128**, which selects a previously selected position **118**. The game as previously described ends and replaces the currently achieved offer with the consolation award of five credits, which the game displays in the offer indicator **100**.

Alternative Path Embodiment

Referring now to FIG. **18**, an enlarged front elevational view of a display device **30** or **32** illustrates an alternative path embodiment of the present invention. The present invention contemplates employing any group of positions, wherein the game moves a marker, such as the dollar sign, from position to position in a predetermined and consistent order. As illustrated by FIG. **18**, the path can be of any enclosed configuration. The embodiment of FIG. **18** includes the offer indicator **100**, the consolation award indicator **102**, the start selector **104**, the keep selector **106**, the continue selector **108** and the position move indicator **128**, as described above. The embodiment also includes the path **180**, wherein a marker starts at the position **182** and moves to the position **184**, to the position **186**, to the position **188**, to the position **190**, to the position **192**, to the position **194**, to the position **196** and then back to the position **182**. The path **180** creates an enclosed star pattern as illustrated. As above, the game retrieves an offer from the offer table **130** of FIG. **4**, and sequentially, increasingly displays the offer in the positions **184** to **196**, respectively.

Alternative No-Path Embodiment

Referring now to FIG. **19**, an enlarged front elevational view of a display device **30** or **32** illustrates a further alternative no-path embodiment of the present invention. The present invention includes employing any group of indicators, which indicate or display potential offers to the player, wherein one of the potential offers is provided to the player, and wherein the player can: (i) accept or keep such offer; or (ii) reject or continue while risking the currently achieved offer.

This embodiment does not include a predetermined path, nor does it include the position move indicator **128** (FIG. **3**). This embodiment also does include the offer indicator **100**, the consolation award indicator **102**, the start selector **104**, the keep selector **106**, the continue selector **108** and their associated functionality, as described above.

This embodiment also includes the offer displays **204** through **214**. The display **202** is the start display, which does not include an offer. Since this embodiment does not include a path, a start display **202** is not necessary, in which case upon selecting the start selector **104**, the game randomly generates preferably any one of the displayed potential offers to offer to the player. Whether or not the game includes a start display **202**, upon selecting the start selector **104**, the game randomly generates preferably any one of the displayed potential offers **204** through **214** and a consolation award, which is displayed on the consolation award indicator **102**.

The game adds or multiplies the generated offer to all other unselected potential offers and updates the offer displays **204** through **214**, accordingly. In one embodiment, the game does not add to, multiply or update previously generated offers or the start indicator **202**. The game displays the currently achieved offer in the offer indicator **100**. The player then accepts or keeps the achieved offer by choosing the keep selector **106**. The player alternatively rejects and risks the achieved offer by choosing the continue selector **108**. If the player continues and the game generates a previously generated offer or the start indicator **202**, the game ends and the player receives a consolation award.

Upon selecting the continue selector **108**, the game randomly generates any of the remaining potential offers, without regard to a path or any spatial relationship between any two or more offers. In this manner, the game enables the player to sequentially continue and reject currently achieved offers until the game randomly generates each potential offer or until the game generates a previously generated offer. The game likewise enables the player to stop at any point and accept or keep a currently achieved offer. Thus, it should be appreciated that the game replaces the potential offers with new potential offers, wherein the new potential offers are based on the previous offer and the previous potential offers. That is, the game replaces a first set of potential offers with a second set of potential offers.

Alternative No-Path, No Consolation Embodiment

Referring now to FIG. **20**, an enlarged front elevational view of a display device **30** or **32** illustrates yet another alternative no-path, no-consolation embodiment of the present invention. The present invention includes employing any group of indicators, which indicate or display offers to the player, wherein one of the offers is made to the player, and wherein the player can: (i) accept or keep such offer; or (ii) reject or continue while risking the currently achieved offer.

This embodiment does not include a predetermined path, the position move indicator **128** or a consolation award. This embodiment also does include the award indicator **100**, the start selector **104**, the keep selector **106**, and the continue selector **108**, and their associated functionality, as described above.

The embodiment **220** also includes the offer displays **222** through **232** and may or may not include a start display as in the embodiment of FIG. **19**. Upon selecting the start selector **104**, the game randomly generates any one of the displayed offers **222** through **232**. The game adds or multiplies the generated offer to all other unselected offers and updates the offer displays **222** through **232**, accordingly. In one embodiment, the game does not add to, multiply or update previously generated offers. The game displays the currently achieved offer in the offer indicator **100**.

The player then accepts or keeps the achieved offer by choosing the keep selector **106**. The player alternatively rejects and risks the achieved offer by choosing the continue selector **108**. If the player continues and the game generates a previously generated offer, the game ends and the player receives the reselected offer.

Upon selecting the continue selector **108**, the game randomly generates any of the offers, without regard to a path or any spatial relationship between any two or more offers. In this manner, the game enables the player to sequentially continue and reject currently achieved offers until the game randomly generates each offer or until the game generates a previously generated offer. The game likewise enables the player to stop at any point and accept or keep a currently achieved offer. It should be also be appreciated that the number of new offers may be limited by a maximum number of selections. Thus, it should again be appreciated that the game replaces the potential offers with new potential offers, wherein the new potential offers are based on the previous offer and the previous potential offers. That is, the game replaces a first set of potential offers with a second set of potential offers.

Alternative Award Embodiment

The present invention contemplates enabling a player, in any of the display configurations described in FIGS. **3**, **18**, **19**, **20**, and **21** to accrue offers, wherein the positions do not update; but rather, the game adds and displays the offers of the individual positions. Referring to FIG. **3**, if the game adds individual offers, then: (i) the player obtains three credits in a move from the position **112** to the position **114**; (ii) the player obtains five more credits in a move from the position **114** to the position **118** for a total of eight; (iii) the player obtains twenty-five more credits in a move from the position **118** to the position **122** for a total of thirty-three, etc. The offers of the positions do not change or update as above, but the game preferably adds individual offers rather than replacing them.

The present invention also contemplates enabling a player, in any of the display configurations described in FIGS. **3**, **18**, **19** and **20**, to accrue offers, wherein the positions do not update; but rather, the game multiplies and displays the offers of the individual positions. Referring to FIG. **13**, if the game multiplies individual offers, then: (i) if the player begins the game with one credit at the position **112**; (ii) the player maintains one credit (1×1) in a move from the position **112** to the position **114**; (ii) the player accrues two credits (1×2) in a move from the position **114** to the position **118**; (iii) the player accrues six credits (2×3) in a move from the position **118** to the position **122**, etc. The offers of the positions do not change or update as above, but the game preferably multiplies individual offers rather than replacing them.

Alternate Embodiment Including Move Generator With Multi-Offer Symbol

Referring now to FIG. **21**, an enlarged front elevational view of a display device **30** or **32** illustrates a further alternative embodiment of the present invention including a move generator **150** with a multi-offer symbol **151**. The

present invention includes employing any suitable group of indicators, which indicate or display potential offers to the player along a path, wherein one or more of the potential offers is provided to the player, and wherein the player can: (i) accept or keep such offer; or (ii) reject or continue while risking the currently achieved offer.

Similar to the embodiments described with reference to FIG. **3** above, this embodiment includes a predetermined path, the offer indicator **100**, the consolation award indicator **102**, the start selector **104**, the keep selector **106**, the continue selector **108** and their associated functionality, as described above. As illustrated in FIG. **24**, this embodiment contains a modified position move table which includes a multi-offer symbol "ⓧ". The move table **304**, similar to the one described above, additionally contains a sequentially increasing number of position moves. Thus, when the player triggers a game sequence, one of the values or the multi-offer symbol from the move table is generated and displayed in the move indicator position **128** of the display device **30** or **32**. As mentioned above, the move table **304** need not have sequentially increasing values, and the numbers may be randomly generated or assigned probabilities (not illustrated). The display device **30** or **32** of this alternative embodiment preferably includes a move generator in the form of a video wheel **150** depicting the values on the move table. When the player triggers a game sequence by activating the start **104** or continue **108** selectors, the wheel **150** will appear to be spinning. When a value or the multi-offer symbol is generated, the wheel **150** will stop spinning and indicate or highlight the generated value or symbol, which will simultaneously be displayed in the move indicator position **128**. Alternatively, the wheel **150** alone may serve as the move indicator, where, as described above, the position generated is illuminated or indicated when the wheel stops spinning.

When generated, the multi-offer symbol causes the offer made to the player to include multiple offers or offers associated with more than one display position. In one embodiment, when the multi-offer symbol is generated, the offer presented to the player will be the sum of the offers displayed in the ungenerated positions between the previous position and the next terminator position, moving in a clockwise or forward direction along the path. If there are no ungenerated positions between the previous position and the next terminator position, the offer provided to the player could be the previous offer or, alternatively, a consolation award. If there are no terminator positions on the path **110** of display positions, then the offer is preferably the sum of all of the offers in display positions.

This embodiment also includes the displays **250** through **274**, which may or may not include initial terminator positions. FIG. **21** illustrates a game display including initial terminator positions **262** and **274**. The terminator positions **262** and **274** may be labeled with the word "collect" or other appropriate word or symbol to indicate to the player the positions that could potentially be included in a multi-offer offer if the multi-offer symbol is generated. The display **250** is the start display, which does not include an offer, and which, after the first move, will become a terminator.

Similar to the embodiments described above, the consolation awards offered in this embodiment preferably increase in value as illustrated in the consolation table **302** of FIG. **23**. Alternatively, the consolation awards do not have to increase and can alternate in value or maintain any relative value distribution desired by the implementor.

Upon selecting the start selector, the game randomly generates from the move table a move number or the multi-offer symbol which is displayed on the move wheel **150** and/or move indicator **128**, and a consolation award which is displayed on the consolation award indicator **102**. The game adds or multiplies the generated offer to all other unselected potential offers and updates the offer displays **250** through **272**, accordingly. Alternatively, the game may not add to, multiply or update previously generated offers. The game displays the currently achieved offer in the offer indicator **100**. The player may then accept or keep the achieved offer by choosing the keep selector **106**. The player alternatively may reject and risk the achieved offer by choosing the continue selector **108**. If the player continues and the game generates a previously generated offer, terminator position or the start indicator **250**, the game ends and the player receives a consolation award.

Upon selecting the continue selector **108**, the game randomly generates another move number or the multi-offer symbol from the move table. In this manner, the game enables the player to sequentially continue and reject currently achieved offers until the game randomly generates each potential offer or until the game generates a previously generated offer. The game likewise enables the player to stop at any point and accept or keep a currently achieved offer. Thus, it should be appreciated that the game replaces the potential offers with new potential offers, wherein the new potential offers are based on the previous offer and the previous potential offers. That is, the game replaces a first set of potential offers with a second set of potential offers.

If upon selecting the start **106** or continue **108** selectors the move generator selects the multi-offer symbol **151**, then the offer presented to the player will preferably be the sum of all the offers or values of the ungenerated positions between the previous position and the next terminator position, moving in a clockwise or forward direction along the path of display positions. It should be appreciated that the direction could be counter-clockwise, or any other suitable direction or pattern. If there are no ungenerated positions between the previous position and the next terminator position, then the offer may be the previous offer, or alternatively, a consolation award. In a scenario where the multi-offer symbol is generated and there are no terminator positions on the path, then the offer made to the player will be all of the ungenerated positions along the path. The following examples provide further illustration of the features of this alternate embodiment of the invention.

Illustration of the Multi-Offer Move Indicator with Updates by Addition

Referring now to FIG. **21**, an enlarged front plan view of a display device **30** or **32** illustrates a first display of an alternative embodiment of the present invention, wherein the move generator includes a multi-offer symbol **151** and the game adds a randomly selected or landed upon offer to the remaining unselected offers. This embodiment additionally includes initial terminator positions **262** and **274**.

Upon a sequence triggering event, one of the displays **30** or **32** shows the player that no offers exist in the offer indicator **100**. The game has yet to generate a consolation award displayed in the consolation award indicator **102**. The player has yet to input a decision enabling the game to generate a position move number, as indicated by the move indicator **128**.

The displays **30** or **32** show that the game retrieves offers, e.g., from the offer table **300** of FIG. **22**, and sequentially, increasingly displays the offers in the positions **252** through **272**. The game selects and displays that the player starts

from the position **250** and travels clockwise around the path **110**. Initially, the game preferably enables the player to select the start selector **104** and not the offer/acceptance selectors, i.e., the keep selector **106** or the continue selector **108**. Accordingly, turning now to FIG. **25**, the player in this example selects the start selector **104**.

In a bonus round embodiment, the game preferably includes a move table, such as the move table **304** of FIG. **24**, so that the player is guaranteed an offer. That is, even a maximum of eight moves from the move table **134** does not return the player to the start position **250**, which ends the sequence of the present invention. Preferably, the game will also avoid generating a six on the first move, which will result in the player landing on a collect or terminator position thus ending the game. Alternatively, the game rules can be set so a collect position will become a terminator upon being generated twice. Under this alternative scheme, the game guarantees that the player lands on and receives an offer from one or more of the positions **252** through **272**. In a stand-alone embodiment, the game preferably enables the player to return to the start position **250**, which ends the sequence of the present invention. In a stand-alone embodiment, the game preferably includes a position move table with numbers such as two through twelve, wherein the game simulates the random roll of two dice and enables the game to end upon an initial move.

Referring now to FIG. **26**, an enlarged front plan view of a display device **30** or **32** illustrates a second display of a preferred offer update embodiment, wherein the game adds a randomly selected or landed upon offer of three credits to the remaining unselected offers. As illustrated by the move indicator **128**, when the player selects the start selector **104** (in FIG. **25**), the game randomly generates a move of three positions, e.g., by randomly selecting the number three from the move table **304** of FIG. **24**. The game moves a marker, shown here as a "$," from the start position **250** three positions to the position **256**. The game offers the player the three credits previously displayed (in FIG. **25**) by the position **256**, as displayed in the offer indicator **100**, and adds the three credits (i.e., the offer) to the remaining unselected selectors as illustrated in FIG. **26**. The game also recalls a consolation award of two, e.g., from the consolation table **302** of FIG. **23**, and displays the two credits in the consolation award indicator **102**.

In the preferred embodiment of the present invention, the game structures the offer table **300** and consolation award table **302** such that the game, in certain instances, produces a higher consolation award than game offer. In such a case, the player's obvious next step is to risk the currently achieved offer. The game may alternatively structure the offer table **300** and consolation award table **302**, such that the currently achieved offer always exceeds the consolation award.

Similar to the embodiments described above, the game enables the offer/acceptance aspect of the present invention. That is, the player can accept or keep the currently achieved three credits (i.e., the offer) by selecting the keep selector **106**. The player can alternatively reject the offer and risk the three credits for one of the upgrades in the remaining positions **252**, **254**, **258**, **260** and **264** through **272**. If the player rejects the offer, by selecting the continue selector **108**, and lands on either of the spent or marked positions **250** or **256** or one of the collect terminator positions **262** and **274**, the game ends and the player receives the consolation award. In this example, the player rejects the offer and selects the continue selector **108**, as illustrated.

Referring now to FIG. **27**, an enlarged front plan view of a display device **30** or **32** illustrates a third display of an alternate update embodiment, wherein the game adds a randomly selected or landed upon offer of twenty-eight credits to the remaining unselected offers. As illustrated by the move indicator **128** and display wheel **150**, when the player selects the continue selector **108** (in FIG. **26**), the game randomly generates a move of six positions, e.g., by randomly selecting the number six from the move table **304** of FIG. **24**. The game moves a marker the "$", from the previous position **256** six positions to the position **268**. The game offers the player the twenty-eight credits previously displayed (in FIG. **26**) by the position **268**, as displayed in the offer indicator **100**, and adds the twenty-eight credits to each of the remaining unselected positions. The game also retrieves a new consolation award of ten from the consolation table **302** of FIG. **23**, and displays the ten credits in the consolation award indicator **102**. It should also be appreciated that the consolation award could be randomly determined. In one embodiment, the consolation award is determined based on a player pick of a selection from a plurality of selections.

The game enables the offer/acceptance aspect of the present invention, wherein the player can accept or keep the currently achieved twenty-eight credits (i.e., the offer) by selecting the keep selector **106**. The player can alternatively reject the offer and risk the twenty-eight credits for one of the offer upgrades in the remaining positions **252**, **254**, **258**, **260**, **264**, **266**, **270**, and **272**. If the player rejects the offer, by selecting the continue selector **108**, and lands on any of the spent positions **250**, **256**, or **268** the game ends and the player receives the consolation award. The game may also end upon the generation of collect positions **262** and **274**, leaving the player with a consolation award. In this example, the player again rejects the offer and selects the continue selector **108**, as illustrated.

Referring now to FIG. **28**, an enlarged front plan view of a display device **30** or **32** illustrates a fourth display of a preferred offer update embodiment, wherein the game randomly generates the multi-offer or "ⓧ" symbol from the move table **304** of FIG. **24**. When this symbol is generated, the offer provided to the player is the sum of the offers or values associated with all positions from the previous move (position **268** in FIG. **27**) to the next collect, or position **272** as shown in FIG. **28**. Thus the offer provided is the sum of the values in positions **270** and **272**, or sixty-one plus seventy-one for a total multi-offer offer of 132. At this point the game advances the player to the last position before the collect, position **272**, and adds the offer of 132 to the remaining positions **252**, **254**, **258**, **260**, **264**, **266** and **270**. The game also retrieves a new consolation award of fifty, e.g., from the consolation table **302** of FIG. **23**, and displays the fifty credits in the consolation award indicator **102**.

The game enables the offer/acceptance aspect of the present invention, wherein the player can accept or keep the currently achieved one hundred thirty-two (i.e., the multi-offer offer) credits by selecting the keep selector **106**. The player can alternatively reject the multi-offer offer and risk the one hundred thirty-two credits for one of the offer upgrades in the remaining positions **252**, **254**, **258**, **260**, **264**, **266** and **270**. If the player continues, by selecting the continue selector **108**, and lands on any of the spent positions **250**, **256**, **268** or a collect position **262**, or **274**, the game ends and the player receives the consolation award. In this example, the player again rejects the multi-offer offer and selects the continue selector **108**, as illustrated.

Referring now to FIG. **29**, an enlarged front plan view of a display device **30** or **32** illustrates a fifth and final display of a preferred offer update embodiment, wherein the game awards a consolation award of fifty credits when the game generates a move to a collect position. As illustrated by the move indicator **128** and wheel display **150**, when the player selects the continue selector **108** (in FIG. **28**), the game randomly generates a move of eight positions, e.g., by randomly selecting the number eight from the move table **304** of FIG. **24**. The game moves the marker $ from the previous position **272** eight positions to the collect position **262**. The game provides the player with the consolation award because the player has risked a current award of one hundred thirty-two credits and inputted a decision that generates a game ending move number. The example illustrates that the game displays the consolation award in offer indicator **100** as well as the consolation award indicator **102**. The game employs any suitable method to indicate that the game has ended and the value of the player's award.

Illustration of the Multi-Offer Move Indicator with Updates by Multiplication

Referring now to FIG. **30**, an enlarged front plan view of a display device **30** or **32** illustrates a first display of an alternative offer update embodiment, wherein the game multiplies a randomly selected or landed upon offer by the remaining unselected awards. The alternative embodiment otherwise operates as described in the addition embodiment of FIGS. **25** through **29**.

Upon a sequence triggering event, one of the displays **30** or **32** shows the player that no offers exist in the offer indicator **100**. The game has yet to generate a consolation award in the consolation award indicator **102**. The player has yet to input a decision enabling the game to generate a position move number, as indicated by the move indicator **128** or wheel display **150**. The displays **30** or **32** show that the present invention retrieves the offers one, two, two, three, three, four, four, five, five and ten from an offer table and sequentially, increasingly displays the offers in the offer positions from **252** through **272**, respectively. The game selects and displays that the player starts from the position **250** and travels clockwise around the path **110**. Initially, the game preferably enables the player to select the start selector **104** and not the offer/acceptance selectors, i.e., the keep selector **106** or the continue selector **108**. Accordingly, the player in this example selects the start selector **104**.

Referring now to FIG. **31**, an enlarged front elevational view of a display device **30** or **32** illustrates a second display of an alternative offer update embodiment. After selecting the start selector **104**, the game: (i) randomly generates a four position move as indicated by the move indicator **128** and the wheel display **150**; (ii) offers the player the three credits previously displayed in the position **258** as indicated by the offer indicator **100**; (iii) multiplies the three credits by the remaining unselected offers of the positions **252** though **272**; (iv) randomly generates a consolation award of four credits and displays such in the consolation award display **102**; and (v) enables the player to accept or keep the achieved offer or risk the offer for an upgrade. In this example, the player rejects the offer and selects the continue selector **108**, as illustrated.

Referring now to FIG. **32**, an enlarged front elevational view of a display device **30** or **32** illustrates a third display of an alternative offer update embodiment. After selecting the continue selector **108**, the game: (i) randomly generates a one position move as indicated by the move indicator **128** and wheel display **150**; (ii) offers the player the nine credits previously displayed in the position **260** as indicated by the offer indicator **100**; (iii) multiplies the nine credits by the remaining unselected offers of the positions **252** though **272**; (iv) randomly generates a consolation award of ten credits and displays such in the consolation award display **102**; and (v) enables the player to accept or keep the achieved offer or risk the offer for an upgrade. In this example, the player rejects the offer and selects the continue selector **108**, as illustrated.

Referring now to FIG. **33**, an enlarged front elevational view of a display device **30** or **32** illustrates a fifth and final display of an alternative offer update embodiment. After selecting the continue selector **108**, the game randomly generates an eight position move as indicated by the move indicator **128** and wheel display **150**, which selects the previously selected start position **250**. The game, as previously described, ends and replaces the currently achieved offer with the consolation award of ten credits, which the game displays in the offer indicator **100** and consolation indicator **102**.

Similar to the embodiments described above, the present invention contemplates enabling a player, in the display configuration described in FIG. **21** to accrue offers, wherein the positions do not update; but rather, the game adds and displays the offers of the individual positions.

Illustration of the Multi-Offer Move Indicator with no Initial Terminators

Referring now to FIG. **34**, an enlarged front plan view of a display device **30**, **32** illustrates an alternate embodiment of the game with a multi-offer offer move indicator wherein there are no initial terminators on the displayed path **110**. As described above, the player begins the game by selecting the start selector **104** to generate a move position. Turning now to FIG. **35**, the player generates the multi-offer symbol "ⓧ", and because there are no terminator positions on the display board, the offer presented to the player is the sum of all the remaining ungenerated positions **252** through **272**, or 125 credits. It should be appreciated that the number of offers in the multi-offer could be two or more up to the total number displayed; this could be predetermined or randomly determined. A consolation award of 50 is also generated and presented to the player, and the remaining ungenerated positions are increased by 125. Upon receipt of the offer, the player in this example rejects the multi-offer offer by selecting the continue selector **108**, generating a new offer position from the move generator **304**.

Turning now to FIG. **36**, the player generates a three as indicated by the move indicator **128** and the wheel display **150**. The player is advanced three positions to position **256**, and an offer of one-hundred twenty-eight, the amount previously displayed in position **256** (see FIG. **35**) is placed in the offer display **100**. The previously occupied space, here the start position **250** has turned into a "collect" terminator position, similar to the collect positions described above. In this embodiment, once a position is generated, it will preferably convert into a terminator position with some form of indicia, like the word "collect" or other appropriate word or symbol, to indicate to the player the display positions that could be offered if the multi-offer symbol is generated.

Similar to the games described above, the remaining offer positions are increased by the amount of the offer, i.e., one-hundred twenty-eight, and a consolation award of 100 is

generated. In this example, the player chooses to again reject the offer to try for an offer associated with one or more of the increased offer positions.

Turning now to FIG. **37**, the player generates a move of one, landing on space **258**, which generates an offer of two-hundred fifty-seven, the value previously associated with space **258** (See FIG. **38**). A consolation award of 100 is generated and the remaining ungenerated spaces are increased by the amount of the offer. So, for example, space **252** had a value of two hundred fifty-four, added to the offer amount of two hundred fifty-seven gives a total of five-hundred and eleven. The player again chooses to continue by selecting the continue selector **108**.

Turning now to FIG. **38**, the player generates a move of seven which appears in the move indicator **128** and or the display wheel **150**. A move of seven spaces from space **258** to space **250** results in the end of the game as space **250** is a collect terminator position.

Multi-Award Offer

In an alternative embodiment of the present invention, generally illustrated in FIGS. **39** to **41**, the game is not in the form of an offer and acceptance game. In this alternative embodiment, the initial start position functions as the collect position and each position is consecutively labeled from the start position. Each time the indicator moves to a new position, that position becomes the start position and each position is consecutively re-labeled. Awards are associated with each of the labels. In one embodiment, each start position becomes a collect position. In an alternative embodiment, the collects are associated with the labels and not the positions or in addition to any position. The awards associated with the labels may be predetermined or randomly determined. In this embodiment, the multi-offer symbol functions as a multi-award symbol, whereby if the multi-award symbol is obtained, the gaming device provides the player all of the awards associated with all of the labels associated with the positions to the next collect position.

In the illustrated embodiment, the example positions **350**, **352**, **354**, **356**, **358**, **360**, **364**, **366**, and **368** are sequentially illustrated in a path **210** of display **30** or **32** and each position has an initial label, respectively 1 through 8, except for position **350** which is an initial start position and also serves as a collect position. Although not shown, an award is initially associated with each label in this example. In an alternative embodiment, collect symbols could be associated with one or more of the labels or positions. The awards associated with the labels are randomly determined or predetermined.

An indicator **150** for randomly selecting a number of moves or the triggering event is activated by the processor. In the first activation of the game, the processor randomly determines the move is three positions from position **350** to position **356** as illustrated by move display **128** and move indicator **150**. The award associated with position **356** labeled "3" is provided to the player.

The processor then re-labels or re-numbers the positions as indicated in FIG. **40** and specifically in path **210**. In the preferred embodiment, the processor also randomly assigns awards to the labels. It should be appreciated that although the awards are not shown to the player in this embodiment, in an alternative embodiment, the awards associated with one or more of the labels may be shown to the player. Thus, although the awards are indirectly related to the positions, the awards may be shown as directly related to the positions for each labeling, but may be changed in each re-labeling. In the illustrated embodiment, the initial start position **350** and each subsequent start position functions as a collect symbol as illustrated in FIG. **40**. In an alternative embodiment, the collect position may randomly determined. In one such embodiment, the start positions may be associated with one or more of the position numbers in each set of position numbers. Therefore, the collect position may be randomly determined including randomly determined based on the labeling of the positions. In an alternative embodiment, the collect symbols may be completely randomly determined and not determined based upon positions previously landed upon or obtained.

In the illustrate embodiment of FIG. **40**, position **358** is re-labeled position "**1**," position **360** is re-labeled position "**2**," position **364** is re-labeled position "**3**," position **366** is relabeled position "**4**," position **368** is re-labeled position "**5**," position **350** is a collect position re-labeled position "**6**", position **352** is re-labeled position "**7**," position **354** is re-labeled position "**8**," and position **356** is re-labeled start or collect. The awards (not shown) are associated with the labels. It should be appreciated that additional collect symbols may also be associated with one or more of the labels or positions. This association may be pre-determined or randomly determined. In this illustrated embodiment, the processor randomly determines the that the player moves two positions as highlighted by indicator **150** and as indicated by move display **128**. The player symbol or indicator is moved to a position **360** or position **2**. The gaming device provides the award associated with the label of position **2** to the player.

The gaming device resets the numbers or re-labels the positions as illustrated in FIG. **41**. The gaming device may also associate the same award associated with the numbers or labels to the new numbers or labels, or may associate new awards with the numbers or labels. Accordingly, in one embodiment, the awards are not directly associated with the positions, rather they are associated with the numbers or labels, which change based on the randomly determined position moves. In this illustrated, embodiment, position **360** is the start position and also a collect position.

As further illustrated in FIG. **41**, the processor randomly determines the multi-award symbol as highlighted by indictor **150** and move display **128**. The gaming device provides the player all of the awards associated with all of the labels of the positions up to the next collect position. Accordingly, the processor provides a player the awards associated with label **1**, label **2** and label **3**. The process repeats itself until a move to a collect position.

While the present invention is described in connection with what is presently considered to be the most practical and preferred embodiments, it should be appreciated that the invention is not limited to the disclosed embodiments, and is intended to cover various modifications and equivalent arrangements included within the spirit and scope of the claims. Modifications and variations in the present invention may be made without departing from the novel aspects of the invention as defined in the claims, and this application is limited only by the scope of the claims.

The invention is claimed as follows:

1. A gaming device comprising:

a game;

a plurality of first values in the game;

a plurality of second values in the game;

a triggering event in the game;

a display device operable to display the first values, the second values and the triggering event;

an offer acceptor;
an offer rejector; and
a processor operable with the display device, the offer acceptor and the offer rejector, wherein for at least one play of the game, said processor is programmed to:
(a) determine an offer to make to a player, said offer including:
(i) a first quantity of the first values if the triggering event does not occur, and
(ii) a second, different quantity of the first values if the triggering event occurs, wherein said first quantity of the first values and said second quantity of the first values are each greater than zero,
(b) enable the player to accept or reject said offer,
(c) award said offer to the player if the player accepts said offer,
(d) if the player does not accept the offer and the triggering event does not occur, provide to the player a first quantity of the second values, and
(e) if the player does not accept the offer and the triggering event occurs, provide to the player a second, different quantity of the second values, wherein said first quantity of the second values and said second quantity of the second values are each greater than zero.

2. The gaming device of claim **1**, wherein the first values of the second, different quantity of first values are predetermined.

3. The gaming device of claim **1**, wherein first values of the second, different quantity of first values are randomly determined.

4. The gaming device of claim **1**, wherein the second values of the second, different quantity of second values are predetermined.

5. The gaming device of claim **1**, wherein the second values of the second, different quantity of second values are randomly determined.

6. The gaming device of claim **1**, wherein said first quantity of the first values is one.

7. The gaming device of claim **1**, wherein said first quantity of the second values is one.

8. A gaming device comprising:
a game;
a plurality of first values in the game;
a plurality of second values in the game, wherein at least one of the second values is based in part on one of the first values;
a triggering event in the game;
a display device operable to display the first values, the second values and the triggering event;
an offer acceptor;
an offer rejector; and
a processor operable with the display device, the offer acceptor and the offer rejector, wherein for at least one play of the game, said processor is programmed to:
(a) determine an offer to make to a player, said offer including:
(i) a first quantity of the first values if the triggering event does not occur, and
(ii) a second, different quantity of the first values if the triggering event occurs, wherein said first quantity of the first values and said second quantity of the first values are each greater than zero,
(b) enable the player to accept or reject said offer,
(c) award said offer to the player if the player accepts said offer,
(d) if the player does not accept the offer and the triggering event does not occur, provide to the player a first quantity of the second values, and
(e) if the player does not accept the offer and the triggering event occurs, provide to the player a second, different quantity of the second values, wherein said first quantity of the second values and said second quantity of the second values are each greater than zero.

9. The gaming device of claim **8**, wherein a plurality of the second values are based in part on a plurality of the first values.

10. The gaming device of claim **8**, wherein each of the second values is based on one of the first values.

11. The gaming device of claim **8**, wherein the first values of the second, different quantity of first values are predetermined.

12. The gaming device of claim **8**, wherein the first values of the second, different quantity of first values are randomly determined.

13. The gaming device of claim **8**, wherein the second values of the second, different quantity of second values are predetermined.

14. The gaming device of claim **8**, wherein the second values of the second, different quantity of second values are randomly determined.

15. The gaming device of claim **8**, wherein said first quantity of the first values is one.

16. The gaming device of claim **8**, wherein said first quantity of the second values is one.

17. A gaming device comprising:
a game;
a plurality of positions in the game;
a plurality of first values associated with the positions;
a plurality of second values associated with the positions;
a triggering event in the game;
a display device operable to display the positions, first values, second values and the triggering event;
an offer acceptor;
an offer rejector; and
a processor operable with the display device, the offer acceptor and the offer rejector, wherein for at least one play of the game, said processor is programmed to:
(a) randomly generate one of the positions or the triggering event,
(b) determine an offer to make to a player, said offer including:
(i) the first value associated with the generated position if one of the positions is generated, and
(ii) a combination of a plurality of the first values if the triggering event is generated,
(c) enable the player to accept or reject said offer,
(d) award said offer to the player if the player accepts said offer, and
(e) if the player does not accept the offer, (i) randomly generate one of the positions or the triggering event,
(ii) if one of the positions is generated, provide to the player the second value associated with the generated position, and
(iii) if the triggering event is generated, provide to the player a combination of a plurality of the second values.

18. The gaming device of claim **17**, wherein the combination of a plurality of first values is predetermined.

19. The gaming device of claim **17**, wherein the combination of a plurality of first values is randomly determined.

20. The gaming device of claim 17, wherein the combination of a plurality of second values is predetermined.

21. The gaming device of claim 17, wherein the combination of a plurality of second values is randomly determined.

22. A gaming device comprising:
a game;
a plurality of positions in the game;
a plurality of first values associated with the positions;
a plurality of second values associated with the positions, wherein at least one of the second values is based in part on one of the first values;
a triggering event in the game;
a display device operable to display the positions, first values, second values and the triggering event;
an offer acceptor;
an offer rejector; and
a processor operable with the display device, the offer acceptor and the offer rejector, wherein for at least one play of the game, said processor is programmed to:
(a) randomly generate one of the positions or the triggering event,
(b) determine an offer to make to a player, said offer including:
(i) the first value associated with the generated position if one of the positions is generated, and
(ii) a combination of a plurality of the first values if the triggering event is generated,
(c) enable the player to accept or reject said offer,
(d) award said offer to the player if the player accepts said offer, and
(e) if the player does not accept the offer:
(i) randomly generate one of the positions or the triggering event,
(ii) if one of the positions is generated, provide to the player the second value associated with the generated position, and
(iii) if the triggering event is generated, provide to the player a combination of a plurality of the second values.

23. The gaming device of claim 22, wherein a plurality of the second values are based in part on a plurality of the first values.

24. The gaming device of claim 22, wherein each of the second values is based on one of the first values.

25. The gaming device of claim 22, wherein the combination of a plurality of first values is predetermined.

26. The gaming device of claim 22, wherein the combination of a plurality of first values is randomly determined.

27. The gaming device of claim 22, wherein the combination of a plurality of second values is predetermined.

28. The gaming device of claim 22, wherein the combination of a plurality of second values is randomly determined.

29. A gaming device comprising:
a game;
a plurality of positions in the game;
a plurality of first values associated with the positions;
a plurality of second values associated with the positions;
a triggering event in the game;
a terminator adapted to be associated with at least one of the positions;
a display device operable to display the positions, first values, second values, the triggering event and the terminators;
an offer acceptor;
an offer rejector; and
a processor operable with the display device, the offer acceptor and the offer rejector, wherein for at least one play of the game, said processor is programmed to:
(a) randomly generate one of the positions or the triggering event,
(b) determine an offer to make to a player, said offer including:
(i) the first value associated with the generated position if the terminator is not associated with said position, and
(ii) a combination of a plurality of the first values if the triggering event is generated,
(c) enable the player to accept or reject said offer,
(d) award said offer to the player if the player accepts said offer,
(e) if the player does not accept the offer:
(i) randomly generate one of the positions or the triggering events,
(ii) if one of the positions is generated and the terminator is not associated with said generated position, provide to the player the second value associated with the generated position, and
(iii) if the triggering event is generated, provide to the player a combination of a plurality of the second values, and
(f) provide a consolation award to the player if the terminator is associated with one of the randomly generated positions.

30. The gaming device of claim 29, wherein the combination of a plurality of first values is predetermined.

31. The gaming device of claim 29, wherein the combination of a plurality of first values is randomly determined.

32. The gaming device of claim 29, wherein the combination of a plurality of second values is predetermined.

33. The gaming device of claim 29, wherein the combination of a plurality of second values is randomly determined.

34. The gaming device of claim 29, which includes associating another terminator with the first randomly generated position.

35. The gaming device of claim 29, wherein said positions are aligned in a closed path.

36. The gaming device of claim 35, wherein the combination of the plurality of first values includes the values associated with the positions along the path between one of the positions and the position having the associated terminator.

37. A gaming device comprising:
a game;
a plurality of positions in the game;
a plurality of first values associated with the positions;
a plurality of second values associated with the positions, wherein at least one of the second values is based in part on one of the first values;
a triggering event in the game;
a terminator adapted to be associated with at least one of the positions;
a display device operable to display the positions, first values, second values, the triggering event and the terminators;
an offer acceptor;
an offer rejector; and
a processor operable with the display device, the offer acceptor and the offer rejector, wherein for at least one play of the game, said is processor programmed to:
(a) randomly generate one of the positions or the triggering event,

(b) determine an offer to make to a player, said offer including:
(i) the first value associated with the generated position if the terminator is not associated with said position, and
(ii) a combination of a plurality of the first values if the triggering event is generated,
(c) enable the player to accept or reject said offer,
(d) award said offer to the player if the player accepts said offer,
(e) if the player does not accept the offer:
(i) randomly generate one of the positions or the triggering events,
(ii) if one of the positions is generated and the terminator is not associated with said generated position, provide to the player the second value associated with the generated position, and
(iii) if the triggering event is generated, provide to the player a combination of a plurality of the second values, and
(f) provide a consolation award to the player if the terminator is associated with one of the randomly generated positions.

38. The gaming device of claim **37**, wherein a plurality of the second values are based in part on a plurality of the first values.

39. The gaming device of claim **37**, wherein each of the second values is based on one of the first values.

40. The gaming device of claim **37**, wherein the combination of a plurality of first values is predetermined.

41. The gaming device of claim **37**, wherein the combination of a plurality of first values is randomly determined.

42. The gaming device of claim **37**, wherein the combination of a plurality of second values is predetermined.

43. The gaming device of claim **37**, wherein the combination of a plurality of second values is randomly determined.

44. The gaming device of claim **37**, which includes associating another terminator with the first randomly generated position.

45. The gaming device of claim **37**, wherein said positions are aligned in a closed path.

46. The gaming device of claim **37**, wherein the combination of the plurality of first values includes the values associated with the positions along the path between one of the positions and the position having the associated terminator.

47. A method of operating a gaming device, said method comprising the steps of:
(a) displaying a plurality of first values in a game;
(b) determining an offer to make to a player, said offer including:
(i) a first quantity of the first values if a triggering event does not occur in the game, and
(ii) a second, different quantity of the first values if the triggering event occurs in the game, wherein said first quantity of the first values and said second quantity of the first values are each greater than zero;
(c) displaying a plurality of second values in the game;
(d) enabling the player to accept or reject said offer;
(e) awarding said offer to the player if the player accepts said offer;
(f) if the player does not accept the offer and the triggering event does not occur, offering the player a first quantity of the second values; and
(g) if the player does not accept the offer and the triggering event occurs, offering the player a second, different quantity of the second values, wherein said first quantity of the second values and said second quantity of the second values are each greater than zero.

48. The method of claim **47**, wherein at least one of the second values is based in part on one of the first values.

49. The method of claim **47**, wherein a plurality of the second values are based in part on a plurality of the first values.

50. The method of claim **47**, wherein each of the second values is based on one of the first values.

51. The method of claim **47**, wherein steps (a) to (f) are provided over a data network.

52. The method of claim **51**, wherein the data network is the internet.

53. The method of claim **47**, wherein said first quantity of first values is one.

54. The method of claim **47**, wherein said first quantity of second values is one.

55. The method of claim **47**, wherein the first values of the second, different quantity of first values are predetermined.

56. The method of claim **47**, wherein the first values of the second, different quantity of first values are randomly determined.

57. The method of claim **47**, wherein the second values of the second, different quantity of second values are predetermined.

58. The method of claim **47**, wherein the second values of the second, different quantity of second values are randomly determined.

59. A method of operating a gaming device, said method comprising the steps of:
(a) displaying a plurality of positions and a plurality of first values associated with the positions in a game;
(b) randomly generating one of the positions or a triggering event in the game;
(c) determining an offer to make to a player, said offer including:
(i) the first value associated with the generated position if one of the positions is generated, and
(ii) a combination of a plurality of the first values if the triggering event is generated;
(d) displaying a plurality of second values associated with the positions in the game;
(e) enabling the player to accept or reject said offer;
(f) awarding said offer to the player if the player accepts said offer; and
(g) if the player does not accept the offer:
(i) randomly generating one of the positions or the triggering event,
(ii) if one of the positions is generated, providing to the player the second value associated with the generated position, and
(iii) if the triggering event is generated, providing to the player a combination of a plurality of the second values.

60. The method of claim **59**, wherein at least one of the second values is based in part on one of the first values.

61. The method of claim **59**, wherein a plurality of the second values are based in part on a plurality of the first values.

62. The method of claim **59**, wherein each of the second values is based on one of the first values.

63. The method of claim **59**, wherein steps (a) to (g) are provided over a data network.

64. The method of claim **63**, wherein the data network is the internet.

65. The method of claim 59, wherein the combination of a plurality of first values is predetermined.

66. The method of claim 59, wherein the combination of a plurality of first values is randomly determined.

67. The method of claim 59, wherein the combination of a plurality of second values is predetermined.

68. The method of claim 59, wherein the combination of a plurality of second values is randomly determined.

69. A method of operating a gaming device, said method comprising the steps of:

(a) displaying a plurality of positions, a plurality of values associated with said positions and at least one terminator associated with one of the positions in a game;

(b) randomly generating one of the positions or a triggering event in the game;

(c) determining an offer to make to a player, said offer including:

(i) the first value associated with the generated position if the terminator is not associated with said position; and

(ii) a combination of a plurality of the first values if the triggering event is generated;

(d) displaying a plurality of second values associated with the positions in the game;

(e) enabling the player to accept or reject said offer;

(f) awarding said offer to the player if the player accepts said offer;

(g) if the player does not accept the offer:

(i) randomly generating one of the positions or the triggering events,

(ii) if one of the positions is generated and the terminator is not associated with said generated position, providing to the player the second value associated with the generated position, and

(iii) if the triggering event is generated, providing to the player a combination of a plurality of the second values; and

(h) providing a consolation award to the player if the terminator is associated with one of the randomly generated positions.

70. The method of claim 69, wherein at least one of the second values is based in part on one of the first values.

71. The method of claim 70, wherein steps (a) to (h) are provided over a data network.

72. The method of claim 71, wherein the data network is the internet.

73. The method of claim 69, wherein a plurality of the second values are based in part on a plurality of the first values.

74. The method of claim 69, wherein each of the second values is based on one of the first values.

75. The method of claim 69, wherein the combination of a plurality of first values is predetermined.

76. The method of claim 69, wherein the combination of a plurality of first values is randomly determined.

77. The method of claim 69, wherein the combination of a plurality of second values is predetermined.

78. The method of claim 69, wherein the combination of a plurality of second values is randomly determined.

79. The method of claim 69, which includes associating another terminator with the first randomly generated position.

80. The method of claim 69, wherein said positions are aligned in a closed path.

81. The method of claim 69, wherein the combination of the plurality of first values includes the values associated with the positions along the path between one of the positions and the position having the associated terminator.

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